

SUPER NINTENDO

THIS ISSUE: The latest on Mortal Kombat 2 • Madden '94 • Art of Fighting • Actraiser 2 • Fatal Fury 2
• RoboCop vs Terminator • Dr Franken • Alfred Chicken • Complete Aladdin guide • T2 Arcade game

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ISSUE

SNES FORCE

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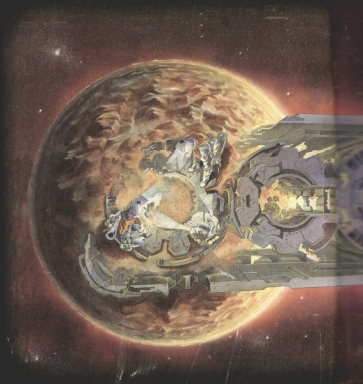
FEBRUARY 1994

PRINTED IN THE UK EXPORT £1.99 STERLING

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Discover a who



Now you can play the side splitting pranks. as he drives Mr. Wilson out of his mind! Wreak havoc, double the trouble or just mess things up a little, whichever... it's mischief is his game fun all the way!



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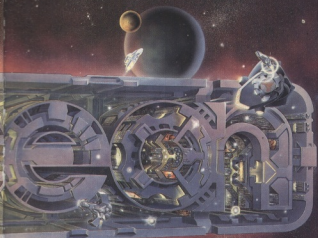


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ole ~~NEW~~ world



Welcome to the world of mayhem!
of RANMA 1/2 Explosive "Burning a red hot
Free-Fight, the trail from the
hottest new world of Manga,
blockbuster from  RANMA 1/2 hits
the phenomenon that you square in the face"
is MANGA... Animaniacs SUPER ACTION

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GRAB YOUR NUTZ! "Just give me a nut
This well bad rodent and I'll make Billy the
has got things to prove... like: "I
can flatten a  rent circus side-
hedgehog with just a show!"
swish of the tail"... or "BRILLIANT!"
SUPER NINTENDO

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support. All the great software companies for their

entire time, staff and gifts and a big respect due to

all the staff for bringing us through tough times.

February '94 Issue Conte

MORTAL MONDAY



This is what happened to one of our *Mortal Kombat* challengers. The rest didn't get away so lightly. Catch up with the horror on **Page 14**. IF YOU DARE...

News

6

● After the furore surrounding the plans to shelve some of the top titles of '94, SNES FORCE got on the case — this month we have major developments involving Konami's *Lethal Enforcers*. Also hot is the new *Mortal Kombat 2* arcade machine, *R-Type 3* and the barn-storming *Legends of the Ring*. Win Megaman figurines and a SNES FORCE team member for a day! Can you beat our champ? For all this and much, much more, turn to page six — do it!

Win! Win! Win!

12

● We've gone competition crazy! In the first of our massive giveaways, we team up with the groovers at Vic Tokai to bring you a superb offer — £150 in Toys-R-Us gift vouchers and ten copies of *Time Slip*. What are you waiting for?

Mortal Monday

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● The stage is set. The place? Deepest Ludlow. The day? *Mortal Monday*. The time is right for six lucky contestants into battle it out for our *Mortal Kombat* arcade machine...

Super League

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● There are a few surprises in store for the New Year — including a new number one in the adventure chart...

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● Your platform to affect the industry. Our new 'Ask the Pros' feature starts this month for all your gaming enquiries plus, *Insult Will* for Cash, *Envelope Art* and *Whose Baby?*

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● There's a nice surprise in store for you this month, courtesy of the Accountant of Doom — poor old Will...

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● Other tips guides simply pale in comparison to the SNES FORCE Complete Solution — this month, we cover Capcom's Christmas hit *Aladdin* from beginning to end. All the in-depth info you'll ever need compressed into these hallowed pages, not to mention the latest hints, cheats and codes.

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No.9

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WIN!

Over £500
worth of carts
plus a brand
new console.
To find out how
turn to **page 12**



THE SECRET OF MANA

So you've finished *Zelda*?
Whizzed through
Shadowrun? Now you
may just be ready for
the biggest one of
them all. Your guide
to the most gripping
game ever starts
on **page 16**

COVER
EXCLUSIVE

Reviewed inside this issue...

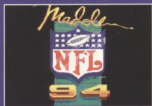
When it comes to Super Nintendo reviews there's only one magazine you can trust. SNES FORCE plays every game, each day, for 30 days, recording valuable comments and notes before writing a single word. That's why you can rest assured, if there's one thing in this world you can trust, it's us.

You don't have to believe us, or the tens of thousands of avid readers for that matter, simply turn to **page 29** and judge for yourself.

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welcome
to **SNES
FORCE**

We're back and better than ever. But before you get started, take five to meet the guys...



Chris Rice
Editor
Fave game:
Mana
I hate:
This photo!



Charlie Chubb
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Fave game:
Mana
I hate:
Editorial



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Alfred
I hate:
Luigi



Will Evans
Reviewer
Fave game:
Robocop
I hate:
Smiling



Chris Hayward
Reviewer
Fave game:
Madden '94
I hate:
Anything cute



Simon Hill
Reviewer
Fave game:
Mana
I hate:
Metro

The NEWS

February '94

Around the SNES world in 28 days...

THE BLOOD IS BACK!

We knew it and by Bon Jovi it's finally happened. *Mortal Kombat* has a sequel! We leaked a bit of info last month about a follow-up on the horizon, well it seems the horizon has been bought forward with a jolt. *Mortal Kombat 2* has officially hit arcades worldwide and looks far superior to its amazing predecessor. The immediate improvements lie in the enhanced graphics. Still digitised real-life actors as in the traditional *MK* but with improved clarity and smoother animation. There are a few character changes in the stable too. Sonya Blade and Kano are no longer in the tournament but there are a host of new challengers ready for battle. Old foes such as Reptile can be now be

controlled, as well as the infamous old-timer Shang Tsung whose grey whiskers have mysteriously turned a healthy black colour. In the original title the makers wanted to include a Jean-Claude Van Damme lookalike but trod on a few too many toes in the process. On the selection screen of *Mortal Kombat 2* is someone who could be mistaken for the Muscles from Brussels. However, select him and you'll soon realise he's nothing like the aforementioned star. Named Jax, this brute prefers sheer strength and body power to any fancy high kicks.

What drew the crowds to the original beat-'em-up was the splendorous gore content, and thankfully the blood and viscera remain.

Actually, the gut spillage has also been revamped. Connecting blows are even nastier than before and as for the gratuitous over-the-top fatality moves... be prepared, a few heart attacks could be encouraged after witnessing some of the horrors at the end of a bout. If you're a bit squeamish at the sight of lumps of stomach on the floor, maybe the violence control dipswitch is the option for you. Especially for the faint-hearted, the level of gore shown is now entirely up to you — or your mother!



Choose between 12 characters including Shang.

LETHAL ENFORCERS

Producer Konami
Available March
Status Official UK release

Remember last issue's campaign to bring out some of those never-to-be-released games? We took action and consequently *LE's* being released! As a rookie cop you're thrown in at the deep end of this arcade conversion with hoodlums galore to fill with pixel lead. Five levels of blasting digitised imagery begin in the middle of a bank robbery. The gun-toting continues on the roads where a car full of bad guys careers along the street. The only reward is job satisfaction, with promotional bonuses taking you higher up the copper ladder. Gameplay favours the two-player option, but the



'Whaddaya mean ten grand for my car back?'

package only comes with one cool plastic gun. If you think the price of *SFII Turbo* is high, Konami are bringing out the *LE* pack for a whopping £74.99! Hopefully, the gameplay will justify this — we'll check it out next issue. Until then, we'll continue to help bring out the games they want to ban — they can stop the publicity but they can't stop the SNES FORCE!

LEGENDS OF THE RING

Producer *Electrobrain*
Available *Summer*
Status *US Import*

Ugh! Hmmpht! Ugh! Bomp! Boss! Grrk! Doo!! The noises you just read are completely imaginary and it's doubtful they sound anything like fists contacting with human head. But they're there for a purpose, the purpose being boxing. Always in the public eye (and the participants' eyes), it's sprouted many legends. You may already have caught sight of Muhammad Ali's *Heavyweight Boxing* in this section,



The custom option allows you to make your own fighter as shown by Thrasher.

here's a contender for the fighting crown. Adopting a weird over-the-shoulder view of a player, *Legends Of The Ring* features exactly what its name suggests — legendary fighters. Land a blow on an opponent and they feel the effect. Fights get bloody and damage is indicated by pictures of the fighters deteriorating as each punch lands. Toward the end of a bout these pictures are horribly distorted, usually a good sign to block quickly or face a certified knockout. KOs are indicated in another way — the picture fades in and out, eventually blacking out with a defeat. You can embark on a full career constructing a boxer from scratch, altering their appearance, awarding strength points to punches and even giving them a daft name.

A boxer brings you in line with the best careers in the business, providing you survive the early matches. Certain images have a digitised feel to them, so you may get tricked into really being there. If so, prepare for a few sore heads, this game isn't going to let you leave without a fight.

SOCCER KID

Producer *Ocean*
Available *March*
Status *Official UK release*

Exclusive news! England aren't in the World Cup! It's true! SNES *FORCE* can exclusively reveal our nation's side will not be appearing in the tournament. We know this will come as a shock to the country but instead of letting people alone with their tears we're going to cause a wave of controversy — we blame the manager! Yes! We don't care if our opinion upsets anyone but we don't care if Graham Taylor responsible! And with that outrageous claim we'll move swiftly on to Ocean's World Cup comfort to cheer up ardent English supporters.

Soccer Kid is the story of a little lad with a talent for kicking a ball and a quest for the Cup itself. Not winning the competition but recovering the actual trophy. Swiped by an alien, Scab, the cup has smashed into five pieces following an accident with a meteorite. The fragments lie scattered across the globe and Kid reckons he's brave enough to recover them (why don't FIFA just make another cup?).



Soccer Kid showing England's latest tactic to help qualify for the 1998 World Cup!

Across many countries Kid uses his footy tactics to kick balls at enemies who don't want him to reach his goal (wahey) — sliding tackles, headers, overhead kicks, it's just a pity he doesn't use a Vinnie Jones headbutt to clear a way through.

Across London, California, Russia and Japan, 11 soccer cards must be collected before Kid can play for a trophy shard, so not only do you get to play a game of soccer you get a free world cruise into the bargain.



BRETT HULL HOCKEY

Producer *Accolade*
Available *March*
Status *Official UK release*

Those Americans always mess with our culture. They call taps faucets, bumpers lenders — Fender is a make of guitar for lawd's sake! This diversity continues into the world of sport, where our US chums call ice hockey, hockey! A leading US superstar in the... er... field is Brett Hull. This fella's a bit good when it comes to hitting pucks and this latest simulation incorporates his hard playing style with his unique philosophy 'it has to be fun or it's not worth playing'. *Brett Hull Hockey* is certainly worth playing if only for the running commentary by Al Michaels, Emmy award winning sportscaster. Al calls all the shots in cheesy American, with 'that's gotta hurt!' or 'he just got nailed!' when a player's deked.

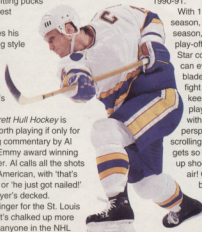
Right winger for the St. Louis Blues, Brett's chalked up more goals than anyone in the NHL



Hockey? Yes, fine thanks. And so is this upcoming top-notch sports sim.

and was the Most Valuable Player in 1990-91.

With 11 game short-season, 42 game half-season, 84 game full, play-offs and a partial All Star competition, you can even stick the bladed-boot in during fight mode. The rink keeps up with the player in possession with excellent perspective-changing scrolling and Al Michaels gets so excited he ends up shooting himself on air! Okay, maybe not but it is looking to be a game that won't leave you cold.



FREE FIGURINES!



Many SNES owners had NES systems when they were kids, before upgrading to the 16-bit machine. These are the very people who'll be over the moon at the release on import of the Super Nintendo version of the

classic NES *Megaman* series — called *Megaman X*. Older, wiser and uglier you may be now, but we know you're all still kids at heart and would still die for a set of deluxe *Megaman* figures.

Available only in Japan (and only for a limited period of time), we've imported a full set of 12 of the two-inch Capcom playthings to give away (including the professor, the one with a train for a head and *Megaman's* dog!). Just answer the question below and send the completed coupon to: 'Megaman Competition', SNES *FORCE*, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

- 1) *Megaman* is known by which name in Japan?
- a) *Megasan*.
- b) *Rockman*.
- c) *The Blue Flash*.

Name

Address

Postcode

Tel:

The editor's decision is final because he's got the best blue armour, if you don't want to receive mail from other companies, tick the box ☐

Competition

This month our search for the unsung heroes of the video games industry took us to London and the elegant offices of Sony Electronic Publishing. Lurking within these hallowed halls and padded elevators (just in case the staff feel like letting off steam — so Caroline says!) lies the home of one of the most respected and astute software publishers. We all know Sony for great games



Martin Pond: copywriter extraordinaire!

forgotten few that never get a mention but without whose valuable effort none of the company's success would be possible?

We caught up with one such hero, Martin Pond, lugging cardboard boxes full of equipment up countless flights of stairs. Overcome with admiration for his tireless dedication, we stopped to make him a cup of tea and ask a few questions...

SNES FORCE: So Martin, whaddya do when you're not lugging cardboard boxes around?

MP: Well, I'm a copywriter.

SNES FORCE: Err... what's one of them do?

MP: I write press releases for the games, draft inspiring job and trade advertisements and generally have fun with words.

SNES FORCE: And lug boxes...

MP: Yeah!

SNES FORCE: Hang on a sec, your face looks familiar. You're that guy from that Super Nintendo magazine that closed down then suddenly reappeared again. How come you didn't move with the mag and decided to become a copywriter?

MP: Oh you mean the Z word. Well, to be honest, I felt a bit like a slave. 'Oh you've got a new master now. Get your belongings you're moving halfway across the country.'

SNES FORCE: Touchy subject I see, but surely you're happy now?

MP: You bet. I'm still involved with the games industry and I'm looking forward to writing games manuals in the near future so there's plenty of challenge. Besides, there's no more deadline pressure and ridiculous long hours.

SNES FORCE: Okay, there's no need to rub it in. That reminds me, time we were going. Drink yer tea up and get shifting them boxes.

MP: You're all heart.

SNES FORCE: Look on the bright side, there's only 15 more. Oh dear, is that the sound of the lift breaking? Never mind, it's only ten flights of stairs. Gotta dash. See ya!

Join us next issue to find out if Martin ever got the boxes up the stairs and meet more unsung heroes of the entertainment industry. Until then, take it easy!

CHALLENGE THE CHAMP!



It's the same old story. Some hot-shot has the nerve to challenge our resident games champion Allegro and feel the wrath. We issued a challenge to all you readers last month and from the hundreds of bragging entrants we plucked the boldest

of them all, Mark Succamore. Mark made the mistake of thinking he could beat our champion at any game. Allegro sneered, snatched up the gauntlet and agreed to play the game of Mark's choice — the import cart *Legends Of The Ring*. Seconds later the first bout was underway and to everyone's shock Allegro was in terrible trouble. Every punch Mark threw landed and by the third round Allegro was astonishingly unconscious on the floor. To everyone's surprise the SNES bastion didn't even break into a sweat. Far from shaken, Allegro turned to the agape audience and murmured 'It was planned. It's all down to psyching out the opponent.' 'Yeah, right' laughed Mark, still on cloud nine. The second fight only lasted three rounds with Allegro dominating every one of them. With a fantastic superpunch for a finish, the self-proclaimed world champion was back in the running.

Thwomp! The final fight and Allegro stormed into the lead. Mark managed to hang on to his head, but only until round five when the lights



'No Allegro! How many times do we have to tell you — use the joypad. These crazy Superstars!

went out, signalling the end of the challenge. Disappointed but still able to raise a smile, Mark commented 'I thought I could beat him easily, but he's really amazing at games'. And so Allegro remains undefeated. If you're crazy enough to risk defeat at the hands of the master himself, don't waste another minute — send your name, address, telephone number and preferred game to: 'Beat the champ', SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW. But don't think he's a walkover as in his own words 'There's not a man on earth who can defeat the power of the Allegro'.

Allegro victorious cries out to a nation:
'I'll kick you and your mama's ass!'



MUHAMMAD ALI HEAVYWEIGHT BOXING

Producer Virgin
Available Soon
Status Official UK release

Muhammad Ali was a pro boxer for over two decades. A legend in his own time, 'The Greatest' now stars in his own game. With ten meat maulers to select including Ali himself, one or two players can slug it out. Jabs, hooks, uppercuts and the legendary 'Ali Shuffle' add to the game that's been a tremendous hit on the Mega Drive.

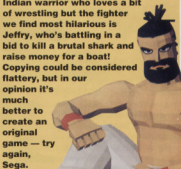
We'll just have to wait to see who throws the first punch and who throws in the towel...



'The Greatest' slugs it out with a host of top scrappers, including one Bruno Frank!

VIRTUALLY IDENTICAL

SFII clone number 1295 is *Virtual Fighter* from Sega. A one-on-one beat-'em-up, it has eight fighters created using fancy polygon graphics for that 3D 'virtual' feel. The characters are shamelessly derivative. The central character looking uncannily similar to Ryu is Akira, who practices the art of 'Hakkyokukken' (sound like a certain fireball?). Pal is a male Chun Li clone (I). He wears more make-up than the Cammy-like Sarah, who's brother of Guile replica Jacky (gasp). Sagat mects T. Hawk and ends up with the name Wolf, an Indian warrior who loves a bit of wrestling but the fighter we find most hilarious is Jeffry, who's battling in a bid to take a brutal shark and raise money for a boat! Copying could be considered flattery, but in our opinion it's much better to create an original game — try again, Sega.



BATTLE ON THE PLANET

Room on the *Street Fighter* bandwagon? Yeah sure! Hey there's plenty of room in this saturated genre to squeeze in another variant. Characters with oriental names and suspicious copy-cat moves? No problem! Bring 'em all on! Can you believe the amount of *Street Fighter II* clones at the moment? Our beat-'em-up chart in the Super League is full of one-on-one punchy/kicky games. Gone are the days of scrolling *Final Fight* stuff, if it's remotely like *SFII* it's destined to sell. Or is it? How many more fireball-throwing, Dragon-Punching, meat-headed thugs can the general public suffer?

If you really can't take any more then look away because the latest rival is *Battle Masters*, and surprisingly it's looking incredibly good. With eight warriors (eight seems the standard number these days, why not have 100 individual fighters for a bit of variation?) on offer and eight colourful areas to brawl

in, it's up to you and your combination of moves to win the Masters tournament. Yes, there is a Dragon Punch move and a fireball so we can't make any hasty decisions yet, but the graphics look far superior to beat-'em-ups of late which has to be promising). The people behind the project are none other than Toshiba, of four-wheel-drive jeeps and microwave fame, and they're hoping it'll be better than *SFII*. Then again, how many times have we heard that before?



Well it looks like Ken's stage from this angle!

PINK PANTHER GOES TO HOLLYWOOD

Producer Tekmagik
Available March
Status Official UK release

The Pink Panther has last seen on the box at Christmas, but only in the opening credits of a Peter Sellers film. His new game appearance *Pink Panther Goes To Hollywood* stars the girly-coloured one in a platform game with many cartoon caperisms.

Now Mr. Panther can't resist wearing a hat, especially an authentic little number that blends in with the period setting of the platform time. For instance, in the wild west Pinky wears a large stetson, while in the forest he favours a Robin Hood, Lincoln green pointer. Hats act as a shield (?) and are lost when Pink runs into a hazard. Get hit another time and the pinky one's days are numbered.

Although currently unfinished, this screenshot is certainly enough to whet our cartoon-fainted appetites. Originally due to appear in December, a Spring release now looks more likely. Rest assured, when it finally appears, we'll be right up the Panther's nose to see what it's all about...



Pink Panther promises to be a bizarre platformer.

R-TYPE 3: THE THIRD LIGHTNING

The original conversion of the coin-op classic was one of the first four official UK SNES games to surface. Back in April 1990 it looked a bit craggy, due to horrid slowdown during scenes meant to be frantic blasting. However, all the faults have now been put to rights with *R-Type 3 - The Third Lightning*. The gargantuan Bydo empire is threatening

the livelihood of the entire galaxy. Only by stiking key strategic areas and wiping out the aggressors can peace be restored. An old heroic plot perhaps, but in a relentless blaster as *R-Type* the last thing you want is storyline interruptions to spoil the pace. Originally, *R-Type* had no continuity or mind-blowing speed but there's more than a few enhancements in this startling little number. Irem have taken Mode 7 that little bit further - the stunning graphical sequences are puzzles in themselves. Landscapes shift through 360 degrees and it's your task to fly through safely.

R-Type has a huge arsenal of powerful upgrades - the standard laser is a solid piece of equipment in itself and can be charged up to a supreme mega blast. Hang on to your warp drive - cockpits are gonna get warm...



Just one of the many spectacular end-of-level bosses.

UP FRONT

Release dates are always changing. Up Front is the only section where you can have a gander at the latest dates software houses reckon they'll release their games. Next month you can see who told complete porkies and who's sticking by their guns.



FX TRAX



BEETHOVEN



CHESTER 2



LEG. OF THE RING



STANLEY CUP



PINK PANTHER



R-TYPE 3



WIZARD OF OZ

Winter Olympics.....	February
Alfred Chicken.....	February
Brett Hull.....	February
Robocop vs. Terminator.....	February
Utopia.....	February
Super BattleTank 2.....	February
Prehistorik Man.....	February
Impossible Mission.....	March
Tournament Fighters.....	March
Humans.....	March
Pinball Dreams.....	March
Pink Panther.....	March
Beastball.....	March
Young Merlin.....	March
Muham. Ali Boxing.....	March
Ferrari F1 Challenge.....	March
Empire's Soccer.....	March
Lethal Enforcers.....	March
Legends Of The Ring.....	Out now
Actraiser 2.....	Spring
Dragon.....	Spring
Star Trek.....	Spring
Lost Vikings 2.....	Spring
Beethoven's 2nd.....	Spring
NHL Stanley Cup.....	Spring
FX Trax.....	Spring
World Cup Striker.....	June
Chester Cheethat 2.....	Winter
Wizard Of Oz.....	Winter
Power Slide.....	Winter
Mr Tough.....	Winter
Peaky Blinder.....	Winter
R-Type 3.....	Winter
Jungle Book.....	Winter

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All coupons must be fully completed. The editor's decision is final and no correspondence will be entered into. If you do not wish to receive mail from other companies please tick this box ☐

Yeah you! You know what this is all about. It's time to put your pride on the line and your game-playing skills to the test. Enough of this bragging to your mates that you're unbeatable on the Super Nintendo and the king of the local arcade, it's time to get down here and prove it, when it matters, in a pressure situation, against the professionals.

If you think you've got what it takes to play with the big boys, fill in the coupon on the left making sure to enclose a photograph. You can pick any SNES game of your choice and the first entry selected out of the sack gets an all-expenses paid trip to SNES FORCE towers to hang out and be a professional games tester for the day.

But that's not all... most importantly you get the chance to prove your skills and have your talents recognised by tens of thousands of avid readers. And should you win, there's the small matter of a massive cash prize to make it all worth your while.

So, stop practicing in your bedroom — fill in the coupon and fight it out here where it really matters!

Competition

CHESTER CHEETAH: WILD, WILD QUEST

Producer Kaneko
Available Summer '94
Status US Import

How many cartoons can be derived from a packet of crisps? Chester's already had one game made about him and a right bag of cheese it turned out to be too. But never an animal to bite the biscuit, the cool cheetah is back for yet more platform malarkey along with a spanking new Harley Davidson. After busting out of a zoo, the shade-clad sprinter decided to buy a map and make his way to the city to live it up. But fate appeared like a bad smell in the form of Mean Eugene, a crazed pilot who reckoned ripping up Chest's map and painstakingly hiding the individual tatters all over America would be a bit of a laugh. Now Chester likes his maps and if someone rips it up he just has to recover it. Therefore, his massive 'find me map' adventure spans across the entire USA.

Always a mag to worship crisp-born icons for a generation, look in SNES FORCE for hot fried-potato chip-related gossip first.



Monster Munch! In a Cheeto's game! Whoops!

WHO DOES STANLEY THINK HE IS?

Who's Stanley and what cup has he got? Whatever, if he's willing to give up a cup for a team of hockey players to win he can't be all that bad, and *NHL Stanley Cup* is one of few puck-related sims to appear on the UK SNES.

Full season, exhibition, line-changes, offsides, fouls, penalties, and all the teams in the NHL — huge amounts of options which affect the game. Including the old technique Mode 7 to spin the entire pitch around to keep track of the player in charge of the puck, it's set to be a rollercoaster ride for the eyeballs.

Hockey is renowned for a fights and you can barge over players left, right and centre. And, if you're that way inclined, you can watch the deplorable acts over again using the action-replay mode which can be called up at any time with slow motion, fast forward and loads of fancy accessories.



Great Mode 7 but we've some doubts over playability.

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

Once again Nintendo prove their commitment to quality cart games regardless of price with the imminent arrival of *FX Trax*. Scheduled to debut at the CES Show in Las Vegas on January 6th, reliable sources the two-player Super FX off-road racing game will weigh in at a massive 32-meg. Yep, a 32-meg cart! No price as yet. More news next month.

UK CHART

1. ▲ Super Mario All-Stars
2. ▼ Street Fighter II Turbo
3. — Striker
4. NE Zombies
5. ▼ Mortal Kombat
6. NE Jurassic Park
7. NE Super Bomberman
8. ▼ Player Manager
9. ▼ Super Mario Kart
10. — Aladdin

US CHART

1. — Mortal Kombat
2. NE Secret of Mana
3. — Top Gear 2
4. ▼ Super Mario All-Stars
5. ▼ Street Fighter II Turbo
6. NE The 7th Saga
7. NE Legends of The Ring
8. NE Super Caesar's Palace
9. NE Veediots! Ren and Stimpy Show
10. RE Super Star Wars

JAPANESE SFC CHART

1. ▲ Classic Road
2. ▲ Art of Fighting
3. ▲ J-League Soccer
4. ▲ Ranna 1/2 RPG
5. ▲ Winning Post
6. ▼ Secret of Mana
7. ▲ Macross
8. ▼ Thoroughbred Racer
9. ▼ Super Mario All-Stars
10. ▼ Actraiser 2

£650

Worth of hot Vic Tokai games!

To stand a chance of winning these timeless prizes answer these conundrums:

1) Which company is responsible for *Time Slip*?

- a) Vic Reeves
- b) Vic Tokai
- c) Vic's vapour rub
- d) Victor Meldrew

And finally the tie-break question to be answered in no more than 20 words:

I'm very poor, so if I had £150 I would...

2) The £150 can be used in which store?

- a) Harry Tuffin's
- b) Baz's Rock Shop
- c) Toys 'R Us

Name

Age

Address

Postcode

Tel. no.

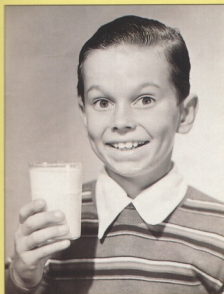
All entries must reach us by Feb 14th and if you don't win don't complain because no correspondence shall be investigated and we don't appreciate bad losers. If you don't want to receive mail from other companies tick the box ☐

What kind of financial state are you in? Can you afford to fritter away money on games? Are you slugging your guts out picking conkers only to find the fruit farm you're picking them for no longer require conkers (a true Hayward experience)? Or are you breaking your heart knowing the games you see within this very mag will never be yours? Whatever your current wallet situation there's no denying the games prices are ludicrously high. Fortunately Vic Tokai, creators of *Time Slip*, *Super Conflict* and *Super Turrican* (that's Vic Tokai creators of *Time Slip*, *Super Conflict* and *Super Turrican*), have lent a helpful hand and donated £150 in Toys-R-Us gift vouchers for one lucky reader to get their paws on. This means you can wander aimlessly around a giant toy store and snap up the latest games.

Alternatively, you could buy one of those dolls that cry and wet themselves and fill it full of lager. It wouldn't be able to stand upright or construct a coherent sentence — just like real life! Picture the slogan for a doll like 'Little Miss Boozer, she likes to get sloshed'. Basically, £150 of vouchers entitles you to anything you want, as long as it's in Toys-R-Us. But we're not giving these away to just anyone. If a spoilt brat with loadsa money and stinkin' rich peers got the vouchers we'd be deeply upset. So with the spirit of Christmas still hanging in the air we want the underprivileged to receive 'em.

The winner also gets the mega shoot-'em-up *Time Slip* with a further 10 copies of *Time Slip* for lucky runners-up.

NO MORE MR NICE GUY



It's time to earn respect.

To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

A mixture of aggression and wits will aid you in your quest to become the ultimate warrior.

And then they'll have to take you seriously.

FIRST

SAMURAI



SUPER NINTENDO
ENTERTAINMENT SYSTEM

When we got our hands on a *Mortal Kombat* arcade machine, the last thing we wanted was to give it away. But when six readers reckoned they were the best players alive we decided to put them to the test with a £3000 Koin-op at stake...

Hands up who'd like their own arcade machine in their bedroom. A lot of you, right? Even if you never played on it imagine how impressed your mates would be. Back in Issue Three we held a Competition for ten people to come along and participate in a *Kombat* tournament, the winner receiving the £3000 Koin-op all for themselves. Quite what happened to the other four players remains a mystery as they never turned up. It was all set and arranged but on the day the treacherous elements of Ludlow forced them back. The challengers who *did* manage to fight the horrors of Ludlow were pleased the Competition had been reduced from ten to six. With a loss of four people they each stood a better chance of winning!

Before the challenge was underway stomachs needed filling so a pre-tournament break was held. Some tucked into sandwiches, carefully working out some kind of strategy while the rest got accustomed to the Kontrols as well as the bleak surroundings of Impact's out-house.

Kombat kooks

After the warm-up it was time to get it on. The six hopefuls were split into two groups of three. Each entrant was given two chances to demonstrate their Kombatability, taking on the other two members in their group for a best-of-three bout of mindless *Mortal* Mayhem.

The Competition was fiercely fought, with some dazzling displays of deft death-dealing, and at the end of the knock-out preliminary rounds this is how things stood:

MORTALITY TABLES

GROUP A

Danilo Vs Edward
Danilo WINS
Mathew Vs Danilo
Danilo WINS
Edward Vs Mathew
Edward WINS

GROUP B

Richard Vs Robert
Richard WINS
Tim Vs Richard
Richard WINS
Robert Vs Tim
Robert WINS

MORTAL

THE MORTAL KOMBA

So the scene was set. Two Konclusive victories apiece in the qualifying rounds looked likely to produce a thrilling final. Three best-of-three bouts to go, and tensions were running high. There was only the one Koin-op up for grabs, but two dank bedrooms yearning to give it a home. Whose would it be?

Danilo, Kontrolling Sub-Zero, waded into the fray with all guns, er, ice blasting but this didn't

seem to distract Richard who remained Kool throughout.

Neck-and-neck right up till the final kick (Richard taking the first bout, Danilo the second), it was only sheer persistence and a bit of luck in the closing seconds that secured the first round for Richard. The lads didn't hang about, though, getting straight into the action for a second time. Again the Kombateers were evenly matched.

GROUP A

If the early form was anything to go by, this was the stronger of the two groups.



DANILO WALDE

A 14-year-old London lad who's an absolute wizz on *Street Fighter II*. Chosen character: Sub-Zero

MATHEW DAVIES

Hailing from the unpronounceable town of Llwynhendy, this plucky 13-year-old's favourite games are *SFII* and *Mortal Kombat*. Chosen character: Sonya Blade.

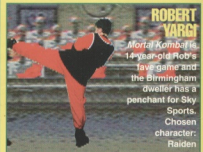
EDWARD LACDAO

Another *SFII* devotee from London, Eddie is 13 years old and just can't stand *WWF* games. Chosen Character: Sub-Zero



GROUP B

Raiden was the fave character in this group but would the shock tactics pay off?



ROBERT VARGI

Mortal Kombat is 14-year-old Rob's fave game and the Birmingham dweller has a penchant for Sky Sports. Chosen character: Raiden

TIM WHITLOCK

Mild-mannered Cambridgeshire lad Tim was the most senior Contestant. At the ripe old age of 17 years, he's a ses fanatic who makes his own magazine at home. Chosen character: Liu Kang

RICHARD SMITH

Another Brummie, Richard is 11 years old and a self-Confessed *SFII* nut. He also wears a snazzy shell suit — dig that shine. Chosen character: Raiden.



MONDAY

AT ARCADE CHALLENGE



Chinese burned: Danilo (left) goes for the throat after losing the first round.

winning a bout each before Danilo — with a nifty array of moves — closed in to take the second.

Kombat fatigue

This time, the smiles and jovial quips were abandoned in favour of scowls and muttered abuse, as the two finalists locked horns in the decider. With a round each under their belts (plus a few bags of Hula Hoops), the two final Kontestants were determined to win. Both Confessed that, if they got to take the Koin-op home, they'd have no hesitation in charging their mates 20p a go when they got there. And so, with thoughts of unlimited pocket money in mind, they set about one another with a vengeance.

Richard was first to take some stick, succumbing to Danilo's ferocious attacks as the London lad went in for the kill. There seemed to be no end to the onslaught and, before long, Dan had taken the first round.

The boy from Brum wasn't about to throw in the towel just yet, however, and launched a

frenzied Kombination of punches and kicks upon his opponent as soon as the 'Fight!' sample had faded from earshot. This pre-emptive strike was enough to knock the wind outta Dan's inflated sails, and Sub-Zero soon bit the dust. Wow! What a ruck!

The last bout of the day was, perhaps, the closest of the Kompetition. As kicks, punches, lightning strikes and ice-blasts landed home, each player's energy bar diminished.

In the end, one last leg-sweep was all it took to knock Danilo to the deck for good. The lad was gutted, evidently, but a jubilant Richard remained a gent, and they shook on it. The crowd gave a sigh of relief after all the excitement and wearily mopped their brows.

Ludlow is a dull hovel at the best of times and any form of entertainment is a reason to lose sweat over. Enter Simon who had been dying to play in the Kompetition but was denied entrance on the grounds that he would have won. He beat Richard in a friendly match just to put him in his place but Richard didn't care, Simon wasn't the one with a £3000 Koin-op tucked under his belt, there again neither was Richard — his belt was of cheap canvas material and obviously Couldn't hold the weight.



The final bout and the last fighter left standing takes the hedgehog and chutney samies. In a last gasp attempt, Danilo tries the logo-over-the-screen special move.



Shiny happy people: the conquering hero, Richard Smith (the one on the left!), poses with his prize — maybe now you can get rid of that ridiculous shell suit!



Matt looks on with a sickly feeling in his stomach. Told you to keep off those peanut butter and anchovy samies!

COVER
EXCLUSIVE

The Secret of Mana's Success

The Japanese have been RPG obsessed for the past decade, so why has it taken European games fans so long to catch on? Our man in Tokyo, NORTON KAI, reveals all...

RPGs (role playing games), a genre in which players are required to use their brains more than quick reflexes, are the preferred category of gaming in Japan. Unlike the original *Dungeons and Dragons* role-playing board games and PC games such as *Rogue*, *Wizardry*, and *Ultima* that established the genre, Japanese RPGs generally follow a tight storyline with a good-against-evil theme. They're typically easy to play, ensuring even the most inept player can complete a game given enough time and patience. Their close resemblance to the lines of highly popular Manga comics probably is the cause of the genre's popularity in Japan.

The Japanese first got a taste of RPGs in May '86 when the first of the legendary *Dragon Quest* series from Enix was introduced for the 8-bit Famicom. Racking up sales of 1.35 million units, it ignited Japan's rapt fascination with RPGs. When huge lineups and muggings of carts from small children by older kids greeted the arrival of *DQ2* just half a year later, the Japanese mass media sat up and took notice. The rest is history; the *DQ* series has rolled up sales of over 13 million units to date. Up to now, five

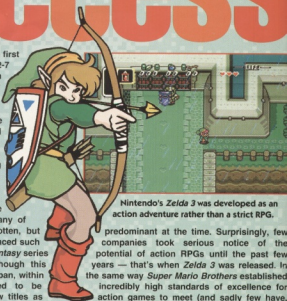


DQ games have been made, the first four for the Famicom, and the 2-7 million selling *DQ5* for SFC. With an SFC remake of *DQ1* and 2 together hitting the shelves in Japan at the end of '93 and the announcement of *DQ6* for release hopefully by '95, the *DQ* legend should grow some more.

DQ's style of using field maps and conducting combat using text commands is very easy to imitate. So naturally a whole flood of imitators hoping to cash in on the craze released a huge number of text-based RPGs. Many of these were dire and best forgotten, but many other important RPGs surfaced such as Square's magnificent *Final Fantasy* series and Sega's *Phantasy Star*. Although this genre didn't catch on outside Japan, within the last year, things appeared to be changing rapidly with such new titles as

Enix's *7th Saga* and Square's entry-level *Mystic Quest* becoming sizeable hits.

Of course, the RPG genre is not limited to *DQ* style text-based games. Another major segment is composed by action RPGs as made immensely popular by Nintendo's outstanding *Legend of Zelda* series. The original *Zelda* was released in February '86 to launch Nintendo's 'new defunct floppy-disk system which was never released overseas. It quickly gained a huge following of fans who were seeking more than was offered by the sports games and action games — such as Mario —



Nintendo's *Zelda 3* was developed as an action adventure rather than a strict RPG.

predominant at the time. Surprisingly, few companies took serious notice of the potential of action RPGs until the past few years — that's when *Zelda 3* was released. In the same way *Super Mario Brothers* established incredibly high standards of excellence for action games to meet (and sadly few have, even today), *Zelda 3* became a tour de force against which all action RPGs must be measured. Ever since *Zelda 3* put the genre on the map to stay, the gaming world has been blessed with many superior action RPGs, including Enix's SFC *Soulblazer* and the upcoming *Gaia Fantasy* (just released in Japan, programmed by the *Soulblazer* crew), Sega's infuriatingly tough *Land Stalker* and, of course, Square's *Secret of Mana* (incidentally, the latest *Zelda* game, *A Link to the Past*, for the Game Boy, is unbelievably great. It's the best on the spinach-green screen, bar none.)

In Japan, Secret of Mana is actually the sequel to a Game Boy title, The Legend of the Holy Sword, which is why Mana is called LHS2 in Japan

Beside text-based and action style RPGs, there are other segments in the RPG category. For example, games such as ASC11's classic *Wizardry* series, Victor Entertainment's SFC

Dungeon Master, and Sega's *Shining in the Darkness* constitute a segment known as 3D dungeon RPGs.

There's also a small but growing segment of RPGs combining elements of the genre with *Populous*-type real-time simulations without the environmental and geographical magic spells. These include games such as Square's comical *Half-Boiled Hero* games on FC and SFC (this one sold 400,000 units), and Quest's superb *Ogre Battle* (rumoured to be released by Imagineer in UK).

More recently, hybrids of RPGs and war simulations have become extremely popular in Japan. Not surprisingly, Nintendo led the way with an FC cart called *Fire Emblem*. Although played chess style on a typical war-simulation game-filed map, the units are separate characters that level up through fighting in the same way as regular RPGs. Although

pioneered by Nintendo, the world at large got their first glimpse at this style with Sega's *Shining Force*. This segment of RPGs is quickly growing with such eagerly-awaited titles as Nintendo's SFC *Fire Emblem*, the first ever 24-meg SFC cart, Banpresto's *Super Robot War EX* and Yanoman's *Feda* driving fans insane. Let's hope this monstrously engrossing and addictive style makes it onto Super Nintendo.

The RPG champ

Now that you have an idea about Japanese RPGs, let's see how Square fits into the scheme of things. They are the top Japanese RPG band, perhaps with the exception of Enix with their *Dragon Quest* series. The numbers bear this out — last year Square's sales revenue totalled about £120 million, virtually all of it on sales of their games (all RPGs).

The brand started out in Tokyo, as a group loosely run by graduates of a certain university. Their first game, *Thexter*, the old PC shoot-'em-up, was released in 1985. In their first few years, Square released decent, if unremarkable FC games such as *King's Knight*, *Highway Star* and *JJ* (for the 3D system. Remember the glasses?). They also worked on old-fashioned PC-derived 3D RPGs. Things really changed with the introduction of *Final Fantasy* at the end of '87. Coming eight months after Enix's *DQ2*, *FF* was initially considered just another quick and easy rip-off. After initial hesitation, however, it quickly gained a cult following when players realized the depth of the story and excellent game design. Today, *FF* games are regularly voted the best games ever by Japanese fans.

Unlike the *DQ* series game system that's remained virtually unchanged since the first title (and hence become stale as better quality imitators become available), the *FF* series has undergone tremendous changes over the course

of its evolution. The series has made impressive contributions to the text-based RPG segment such as the introduction of backup memory, the changing of characters within parties matched to the story, job change capabilities and text-based combat in real time. The latest innovation, in which enemies and player characters can attack depending on their agility rather than taking turns, adds real spice to a combat style that can be dull at times. For a taste of what *FF* has to offer, check out the amazing SNES *FF2*, (which is the Japanese *FF4*, the first of SFC). As *FF5* racked up sales of 2.4 million units and the new *FF6* on the way in March, the series should easily surpass the ten million mark in sales.

Besides *FF*, Square has several other major RPG series including the aforementioned *Half-Boiled Hero* and *Mystic Quest*. For example, the three *SaGa* text-based RPGs for the Game Boy were each voted *GB* game of the year by Japanese fans.



After the success of *Dragon Quest*, Enix developed this light-hearted adventure — *Soul Blazer*.

Two years ago, the SFC *Romancing SaGa* introduced the entirely new concept of multiple storylines that changed depending on the characters chosen by the player and the actions taken in the game. The system has been further refined on the new *RS2* which topped sales of over a million units upon its launch last December in Japan.

Square also got back into the action segment with a great new game called *Alcahest* which fuses the playability of *Zelda* with a much more action-orientated approach. (Even then it could be considered an extension of the action RPG segment for its swords and sorcery story.)

The one distinguishing aspect of all Square games is their unique sense of originality and innovation. In their respective segments, all Square RPGs have made enormous contributions enhancing the attractiveness of the overall genre. Which brings us to *Secret of Mana*, which has sold well over a million units in Japan so far.

Exploding conventions

In Japan, *Secret of Mana* is actually the sequel to a Game Boy title, *The Legend of the Holy Sword*, which is why *Mana* is called *LHS2* in Japan. The original *LHS* was a big-selling action RPG much like *Zelda* that was positioned as a side story to *Final Fantasy* (it was released in English as *Final Fantasy Legend*).

Mana has blown open the conventions of

action RPGs by enabling multi-player gaming for the first time. It turns out, however, that Square's producers originally intended the game to be a strictly one-player game in which one player has to control all three characters. In a Japanese

interview Koichi Ishii, the project leader, stated 'We thought a game like Gauntlet you can play noisily with friends would be fun, so we tacked it (multi-player mode) as a bonus.'

A bonus it may be, but one that cost them plenty of time — *Mana* was delayed from April to July of '93 in Japan because of hellacious debugging problems. Even then, the game is still rife with bugs. Square had to make a public statement to players to not press any button when a boss is undergoing its death throes as the game could freeze. Nonetheless, one

can't deny the sheer fun factor of having three players tap, in especially seeing how stupid computer-controlled characters can be at chasing the player character heedless of obstacles such as trees and streams.

Hirochika Tanaka, *Mana*'s system and scenario director, unveiled several secret



Secret of Mana broke all previous RPG conventions by adding a three-player mode.

goodies about the game in an interview. He revealed 'At the Mana Tree, some enemies leave treasure boxes when killed that have items needed for making the ultimate level weapons. (Note: That's nine, not the eight players can always get over the course of the game.) Some treasure boxes also have special protective gear you can't level.' Tanaka also revealed, 'Once you have levell magic spells to the highest level (eight), extravagant graphic effects have been programmed into appear at random. For example, using a Level Eight Fireball can sometimes summon forth fiery salamanders that go wild all over the screen.'

Ishii summed up, 'Although quickly running through the game might be fun, we think people will discover the real pleasures of *Mana* by settling in and thinking things out. We hope people will enjoy the growth of their characters.'





Rpg

Producer: Squaresoft
Supplier: Zap Games
(0532) 590077
Price: £54.99
Status: US Import

Players: 1-3
Lives: 1
Continues: Infinite
Extras: Save option

What the makers say...

This is no idle quest to be started and finished in one day. Do not despair and never give up hope. You must succeed or we are all surely lost. ■ Squaresoft

Controls

	Open icon selection
	Attack, talk, select item
	Open allies icons
	Dash
L	Nothing
R	Nothing

First impression



Looks like a decent RPG with more magic and real RPG stuff than *Zelda*!



Mais oui! Une autre clone de *Zelda*. Le cool! Je voudrais un glace, s'il vous plait.



The three-player mode should make this the best RPG around.

First day score

Chris, Charlie, Si 15%



The Secret

It's the game everyone's talking about. It's taken the Far East by storm, now it's raging through the USA. Has the perfect game finally arrived...?

SNES FORCE
Smash!

The adventure begins just outside your home village of Potos where you find a sword thrust into a stone. Being a mischievous young urchin you decide to pull it out, completely unaware that you've just changed the course of history. The sword you 'found' was the guardian of the village and its protection is now lost. This sparks off a whole chain of reactions that have ominous repercussions throughout

Interactive soundtracks informs you when the atmosphere turns hostile, so arm your strongest weapon

the entire world. The citizens of Potos are so furious they ban you from the village until peace is returned.

Your task is to seek out the fabled eight palaces. Each contains a Mana seed which is using Mana power to seal the palace off from danger. But now the Mana sword has been taken the forces of evil are breaking down the seals. Only after finding all eight seeds will harmony be restored.

This is the background for *The Secret of Mana*, an exhilarating RPG/Adventure that's taken the Far East by storm and is currently causing coast-to-coast commotion in the USA. It's become standard practice that all



The local gang don't take too kindly to your antics and offer to rearrange your face — free of charge!



Pulling the sword from its stone triggers a disastrous chain of events! The world ends, *Elderado* goes off the air — the usual!

RPG/Adventures are compared to the legendary *Zelda*, so just how does *Mana* face up?

Well, in many ways it's very similar. The same style of small, cute sprites are used, with special attention paid to fluid animation such as swaggering walks, bouncy hair and flowing capes. The feel of the graphics is also very similar with plenty of varied levels including the standard forests, deserts, caves, mountains, plus a moon planet (?) and even a hidden continent.

These places can be stumbled upon by wandering aimlessly around the vast world, although if you know your destination seek out a travel agent who propels you there in a huge cannon (cue stomach-churning *Mode 7* effect) for a mere 50GP (the local currency). The only problem is for the first half of the game there's no map, so a pen and paper are essential. This becomes less of a chore toward the end of the game when you're given a mystical white dragon — known as a *Flammie* — to fly upon. This opens an aerial perspective, *Pilothings*-style flying section allowing you to soar through the clouds seeing the world from any of three views. Once you've identified your target, simply land and continue the quest.

Talk is cheap

Initially, the action is linear so tasks have to be completed in a set order. Information is gleaned by talking to everyone you meet in the hope of prising some juicy gossip from their tight lips. The interactive soundtrack informs you when the atmosphere is about to turn hostile, so arm your strongest weapon and prepare to fight. But it's here the similarities with *Zelda* end.



After the sword-pulling fiasco the village elders are none too pleased and put on their best Laurel and Hardy act!

Of **Mana**

'The best RPG ever!'

Simon



Well, it's finally happened! After being at the top of the RPG tree for ages, *Zelda: A Link To The Past* has finally been toppled. *Secret Of Mana* is truly brilliant and takes the title by a long shot!

The first thing to hit is the beautifully drawn, colourful characters and their equally attractive backgrounds. The locations are so varied you never know what to expect, part of the reason the game's so good. Sonically things are equally good, a *Zelda*-esque soundtrack accompanies exploration which changes depending on the area you're in. For example, the 'village' music is calm and tranquil but enter a cave and things are much moodier.

The thing which makes *Secret Of Mana* the best in its league is undoubtedly the playability. It's just impossible to put down. The day the cart came into the office, me, Chris Rice and Charlie — using the amazing three-player option — played it from 9am to 10:30pm non-stop. There aren't many games to keep you playing so long without a break! The amazing thing is, after all this play we were still only just over a quarter of the way through!! I could go on for pages about the *The Secret Of Mana*, but I'll simply say if you've only got enough money to buy one game with this year's Christmas money — assuming you already own *SFII Turbo* — make it this one, you can't go wrong!

95%



Is this a chest I see before me? A quick shake is all that's needed to break the lock and reveal your prize. Careful though, it may be a trap!



Above: the world's end! It'll take us bloody ages to get there.

Left: the mushroom village is shrouded in mystery, can you find your way out alive?



WALNUT WHIPS!

You need to stock up on goodies if you're to complete the task. Here's a crucial shopping list...



Barrel: whack one of these on and you become invisible.



Candy: gives you a whopping 100 energy points.



Choccy: better than candy, gives 200 energy points.



Cup of wishes: restores the life of a fallen adventurer.



Faerie nut: scoff one of these to restore your magic points.



Flammie drum: commands the winged dragon.



Magical herbs: if poisoned, one of these does the trick.



Moogle belt: deflects magic just what the doc ordered.



Magic rope: lost? This rope takes you back to the entrance!



Royal jam: restores a whopping 250 energy points.



Left: no it's not some bizarre circus act, it's the tourist service — Cannonball Travel!

Below: this is your home village. Its layout is typical of most of the places you encounter.

Poto's Village



▶ **Mana** is much more of an RPG, meaning the world's entire populace (computer and player) are made up of vital statistics such as intelligence, strength, constitution and wisdom which affects personality. Life force is calculated by experience points. The longer you stay alive, the more battles you fight, the higher your experience points and the more life force (measured in hit points) and magic power you have.

Every time you're struck by an enemy, a number of hit points are lost. The amount of damage is determined by the amount and quality of armour you're wearing, the strength of the weapon (or magic) used to attack and the ability of the user and, finally, the victim's ability to evade and defend (shown in the stat table). It all sounds really complicated but it's much easier and faster in practice.

Thwack, slash or whip an enemy and the amount of damage in hit points flashes onto the screen. Initially, these numbers are small but as weapon skills develop so your effectiveness with them increases. Should you find magical orbs, Watts the blacksmith forges new, stronger weapons — for a cost of course.

Now that's magic

Another difference from *Zelda* is the importance of magic spells. Two of the three characters (yes, you heard right three — we'll get to that in a minute) have magic powers and with each Mana seed they find, the greater the repertoire of spells they perform. Again, these start off tamely with cure and remedy spells but upgrade to such delights as Thunderbolt 'burn up your foes with this sizzler' and Burst 'ultraviolet rays crisp the enemy' and combat really gets interesting.

The final, most important, difference is the three-player option. Although our hero begins the quest alone, before long he's joined by two others — a gung-ho dwarf sprite with attitude and a love-struck kung-fu healer. It's an unlikely combination but they're the world's only hope for peace.

If you can't find a duo of Mana questors, the computer plays the allies shadowing your every move. An attack option allows you to customise their aggressiveness ranging from 'psycho axe-wielding maniac mode' or 'let's get the @\$! out of here.'

Each mini-quest plays its part in the overall mission and there are a variety of level bosses to overcome on the way. Defeating each usually results in extra magic powers or special items and, most importantly, one of the eight Mana seeds.

Finding them all is no walk in the park. The game's producers, Squaresoft, suggest there's about 70 hours of gameplay though we cracked it in 60 hours after four days of constant playing. For the less dedicated, or those without much free time, there's a handy save option. Simply pop into town and nip into the nearest inn or shop and you're given a chance to record your progress.

So there are the facts. Undoubtedly, the question on everyone's lips is 'is this as good as *Zelda*?' In our opinion yes, although anoraks can argue, quite legitimately, that the two should be in different categories. Why? Because *Mana* is definitely an RPG, while *Zelda* is an Adventure. But that doesn't make it any less of an incredible game. Quite the opposite. You're looking at one of the all-time top-five games, if not the best ever... ■



You can't beat a good night's sleep — ask any designer! When you awake your energy is restored.



As the hero does his Fatima Whitbread impression, the others look on wondering 'is he really our leader?'



We've struck gold! The golden city has everything, including expensive shops.

MAGIC MOMENTS!

Although Sprite and The Girl are a waste of space when it comes to fighting with weapons, they're a dab hand with magic. Here's the different spells they can use...



Dryad: the last to be discovered. In the girl's hands, it can even restore life and deflect magic attacks. Takes loads of magic points though.



Gnome: can either speed up the entire party or defend against enemy attacks. Sprite uses it for an Earth Slide or Gem Missile attack.



Lumina: for the girl's use only. The magic of light is very powerful if used correctly. The light sabre spell is particularly deadly.



Luna: One of the craziest spells. For a real laugh try out Sprite's Lunar Magic. It costs 8MPs but will make you laugh your armour off.



Salamando: this fiery magic engulfs anything it touches — beware. One of the few attacking combat spells the girl has.



Shade: the magic of the dark side is very powerful, the dispel magic spell backfires enemy attacks and is great for beating bosses.



Sylphid: a more passive magic but still very useful, the analyzer spell finds any enemy weak spots, while Thunderbolt blasts them with lightning.



Undine: the magic of water has the power to revive a struggling adventurer. Sprite can use it to absorb enemy hit points and transfer them to her.



A winged dragon provides the transport, er... is this a bad time to mention my fear of heights?



Who forgot to pay their gas bill then? The party prepare to enter the chilly ice palace.



Above: 'I can see the pub from up 'ere!' Finding where you want to go is so easy with the top-down view.

Left: the group abandon the quest in favour of a nice warm fire — well, it's flippin' freezing out there!



Left: now this is what I call a satellite view! You can get an overview of the entire world from here!

Everytime you find a weapon orb take it to Watts the blacksmith and he'll forge it — for a price!



great for one-on-one brawls.



a bizarre sex aid —
it is!

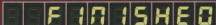
Keep an eye out for these crazy characters...



Neko: pops up from time to time to save your game and sell you much-needed goods.

Even though I don't understand what the hell is going on it looks absolutely super — oh joy!

60 hours



1. SECRET OF MANA

2. ZELDA

ADVENTURE

A near perfect game. Magical, enchanting, incredibly playable, huge and so addictive. Just a shame it can't last forever.

A brilliant soundtrack changes depending on the surroundings. spot effects really set the mood.

Excellently drawn characters are found all over. Scenery variation makes the game a joy to play.

From the moment you pick it up, you'll be hooked in a fantasy land that you won't want to leave!

A truly massive game that takes hours to complete even in three-player — it's so engrossing!

Absolute class. A game like this very rarely comes along, so it's a time to rejoice for all game fans.

95

Chris

When you've been reviewing games for as many years as I have, there comes a point when you feel like you've seen everything the Super Nintendo has to offer. Year after year, waiting for that perfect game to arrive and instead being faced with an endless stream of *SPU* clones and cutesy platformers — it's enough to make you lose your faith. But every now and then something special comes along that makes it all worth while — *The Secret Of Mana* is one such game.

It's got mystique, the cutest graphics you've ever seen, a soundtrack that sends a tingle right through your body and playability to die for. Make no mistake, this game is special.

I'll admit it's taken me by surprise. I've been waiting for Madden's '94 all year and as luck would have it, they both arrived on the same day. Call it fate but for some unknown reason I played *Mana* first — and I'm still going strong. That was 16 hours ago. Now it's 5:30am, everyone else went home 12 hours ago, and I'm sitting in the dark playing on a black and white monitor (our SCART lead's gone AWOL). The only reason I've stopped is because I've just got to tell someone how good this game is and already I can hear the soft, lulling music enticing me over to continue the quest.

I could tell you all about the great three-player option, the hilarious sense of humour accompanying the action-packed battle sequences and the huge amounts of weapons, spells and magical items you'll need to discover, but why spoil the adventure of a lifetime? I'm going back to my game. I suggest you start saving for a copy this second. Take it from me — it's a godsend.

94%

You've heard the history and read the review, so you're no doubt dying to get going with the game. Well, the manual will only get you so far, so here's the first instalment of a complete step-by-step solution. Tune in next issue for the second part...



The Secret of Mana

PLAYER'S GUIDE

1

START



Enter the palace and explore until you find two switches. Pushing them opens a door so you may progress. Keep moving forward until you reach the stage room.

2



You now face a tough boss. Use the freeze magic as it's most effective. You need two fairy walnuts or you'll run out of magic points.

What'll it be?
(Buy/Sell)



When you've defeated this guardian you receive magical powers. Now go back to the dwarf village, buy some new weapons and save your game.

BLADE: Huh? Phanna?
What's the matter?
PHANNA: ...



Head back to Pandora and look for a blue-haired girl named Phanna, talk to her. When you've done this, go to the ruins south of Pandora.

BROAD SWORD 31+31



After a brief argument between Phanna and the girl, Phanna runs into the palace. Follow her and explore the palace.

You're no ordinary fool if you can beat Elinee.



Before too long you come to room with masked knights just standing around. Go up the stairs in the middle and talk to the man at the top.

THANATOS: It will be glad to have you there. Your energy will be a feast to it!



After Thanatos' explanation of what's happened to your friends Dyluck and Phanna he disappears. He then drops you into a pit with a killer wall!

Leadon: Glare



The wall is a tough boss. You need at least one walnut to defeat it and use the freeze magic as it's by far the most effective.



Return to the palace of Pandora — it's in the top right hand corner — and speak to the king who now believes you're the Mana Knight.

9



You can now go down the stairs and open all the treasure chests that have been guarded for years. You also get the Spear Orb and Sword Orb.

10



Make your way back to the dwarf village and see Watts the blacksmith who powers up your weapons with the orbs you've collected.

11



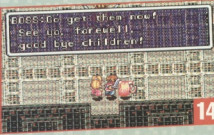
Go to the centre of the dwarf village — south of the blacksmith — and there's a giant hole. Jema is standing by it so have a talk to him.

12



Now explore the ship until you find the boss who's accompanied by his two henchmen. They have a brief chat and set their robot on you.

13



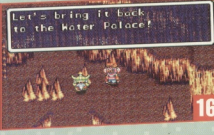
Use the freeze magic again. With your newly powered-up weapons, the dastardly villain won't have chance to offer much resistance.

14



After beating the boss you receive one of the precious Mana seeds. These are the key to completing the game. Now use the magic rope to get out of the hole.

15



Speak to Jema again and he asks you to take the seed back to the Water Palace. Be sure to save your game and buy some candy on the way.

16



The leader asks you to hand over the Mana seed. You get the option to run or give it to him — whichever one you choose the outcome is the same, you have to fight.

17



The two-headed serpent is tough, so magic is the order of the day. You need to use the acid rain magic and must have at least two fairy walnuts in reserve.

18



Head for the cannon travel guy who is found by the entrance to the Potos village. Pay him the money and go to the Upper Lands.

19



When you find a screen which has three pebbles in it, kill all three of them. They take loads of hits so be patient and use fully powered-up weapons.

20



The Moogles can come back to the village now!

This allows the Moogles to return to their village and the first part of your task in the Upper Lands is complete. Doing this also makes treasure chests appear — open!

21



Walk the seasons from spring to winter, spring again and we can enter.

Walk the seasons and we can enter. This means that you must find a route from spring, summer, autumn, winter and then back to spring in that order.

23

25

Now you're in the summer area, make your way to the top right-hand corner, exit here and you're on to the autumn area.

24

You should begin here, at the bottom right hand corner of the spring area. Now simply exit to the right and your journey is underway.

26

When in the autumn area head for the top-left corner, don't bother killing anything just run — it's far quicker — and exit through the gap.

27

The final area is winter and it's well easy as there are only two ways to leave. Go to the bottom-left corner to complete your journey.



That was from the right!

28

If done correctly you get this message telling you that you've successfully negotiated the path and the way forward is now open.

29

This done, head to the top-right corner of the spring area. You now discover a group of rocks has disappeared allowing entrance to the village.



LUKE: The buccard? ...? What the...? The village is a shambles!

30

Home! However, things are not quite what they seem and the village has been taken over by monsters. Move out of the top exit to meet the boss.

31

The boss is a giant chicken and is easy to kill with a combination of freeze magic and fully powered-up weapons. You'll need a few fairy walnuts — don't give up!

Okay, by now your weapons should be powered up but don't forget to take time to get your spells to full strength — they should be at least level five now! Next issue we guide you to the Mana tree for the final confrontation.



**WHEN THE STREET JUST AINT
TOUGH ENOUGH... **
GO PLAY IN THE PARK



IF IT'S NOT JURASSIC PARK IT'S EXTINCT



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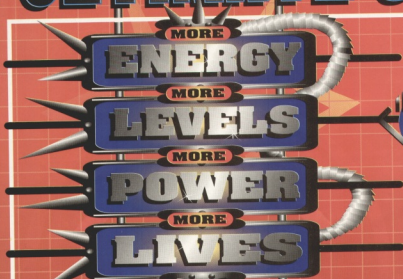
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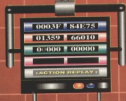
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The Super League

It's Super Bowl time and what perfect timing for the mighty duo of *Madden '94* and *Mana* to leap out of the backfield, touchdown and leave the rest trailing in the end zone.

Title	Score % Issue
1. Ghost 'n Ghouls • Hudson	89 -
2. Actraiser 2 • Hudson	86 9
3. Sunset Riders • Hudson	89 6
4. Castlevania IV • Konami	88 -
5. Super Pang • Taito	85 -
6. Lawnmower Man • Sega	85 8
7. Joe and Mac 2 • Sega	86 -
8. Chuck Rock • Sega	80 -
9. Super Bomberman • Hudson	81 2
10. Yax-Mania • Hudson	86 1

ARCADE

Title	Score % Issue
1. Secret Of Mana • Square	95 9
2. Legend of Zelda III • Nintendo	93 -
3. Flashback • Sega	92 8
4. Shadowrun • Sega	92 2
5. Mystical Ninja • Sega	92 8
6. Young Merlin • Sega	92 8
7. Jurassic Park • Sega	92 5
8. Out of this World • Sega	84 -
9. Actraiser • Hudson	83 -
10. Equinox • Sega	84 6

ADVENTURE

Title	Score % Issue
1. SF II Turbo • Capcom	96 2
2. SF II • Capcom	92 -
3. Tourna. Fighters • Konami	90 8
4. Mortal Kombat • Midway	89 3
5. Raima 1/2 • Taito	84 7
6. Final Fight • Capcom	79 -
7. Art of Fighting • Tatsunoko	72 -
8. Rushing Beat Run • Sega	74 -
9. Fatal Fury 2 • Taito	68 9
10. Turbines IV • Sega	75 -

BEAT-'EM-UP

Title	Score % Issue
1. Mario All-Stars • Nintendo	92 4
2. Super Mario World • Nintendo	95 -
3. Cool Spot • Hudson	90 7
4. Mickey's Magic Quest • Hudson	91 -
5. Mr Nutz • Ocean	90 5
6. Tiny Toons • Sega	87 -
7. The Addams Family • Ocean	88 -
8. First Samurai • Hudson	85 4
9. Prince of Persia • Enix	89 -
10. Super Puffy • Hudson	87 6

PLATFORM

Title	Score % Issue
1. Lost Vikings • Hudson	91 1
2. Lemmings • Sega	90 -
3. Golf Troop • Hudson	88 6
4. Super Tetris • Sega	85 -
5. Krusty's Funhouse • Sega	82 -
6. Yoshi's Cookies • Nintendo	79 4
7. Pushover • Sega	78 -
8. Q-Bert • Atari	64 -
9. Trodders • Sega	65 3
10. Spin Dizzy • Konami	82 -

PUZZLE

Title	Score % Issue
1. Super Empire • Hudson	95 7
2. Alien 3 • Hudson	92 1
3. Super Star Wars • Sega	92 -
4. Paradus • Sega	87 -
5. Super Turrican • Sega	83 8
6. Cyberator • Hudson	89 -
7. Super Probotector • Sega	92 -
8. Zombies • Sega	90 6
9. S.A.B. • Sega	86 1
10. Pop 'n Twinbee • Konami	80 2

SHOOT-'EM-UP

Title	Score % Issue
1. Madden NFL '94 • EA GAMES	93 9
2. Super Mario Kart • Nintendo	90 -
3. Sensible Soccer • Sega	94 8
4. Rock 'n Roll Racing • Sega	90 6
5. Super NBA • Sega	88 -
6. John Madden '93 • EA GAMES	90 -
7. Super Tennis • Sega	88 -
8. Striker • Sega	82 2
9. Top Gear • Sega	88 -
10. Extra Innings • Sega	87 -

SPORTS

Title	Score % Issue
1. Desert Fighter • Nintendo	92 8
2. PilotWings • Nintendo	91 -
3. Desert Strike • Sega	87 -
4. Mega lo Mania • Sega	87 6
5. Sim City • Maxis	84 -
6. Player Manager • Hudson	86 4
7. Populous • Maxis	81 -
8. Super Strike Eagle • Maxis	79 1
9. Mech Warrior • Activision	79 -
10. Wing Commander 2 • Maxis	84 -

STRATEGY

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be

constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles

are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review

s e c t i o n

Game Type

Our SuperLeague™ category — indicating what type of game is being reviewed.

What the makers say

A chance for the people who produced the game to do a short sell to you.

Controls

Which button does what when controlling the game. If a button does nothing, we say so.

First Impression

As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score

One of the team is assigned the game for a complete review after the First Impressions have been completed. The first day score achieved is a good indication of how difficult a game is.

SuperLeague™ placing

If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Final day score

The same reviewer who played the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Comment

A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box

The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

Final analysis

Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.



The review crew are back and stronger than ever. It's Super Bowl time so what better way to kick of the action than with the amazing *Madden NFL '94*.

Reviewed in full

Secret of Mana	18
Madden NFL '94	30
Art of Fighting	34
Actraiser 2	38
Fatal Fury 2	42
RoboCop vs Term.	46
Alfred Chicken	50
T2 Arcade	54
Dr Franken	58



Sports

Producer... Electronic Arts
Supplier... Zap Games
(6532) 590077
Price... £49.99
Status... US Import

Players... 1-5
Lives... N/A
Continues... N/A
Extras... Password, replay

What the makers say...

Four-way play for slamming tournament action. It's the biggest players, the fastest action ever.

■ EA Sports.

Controls

	Tackle/dive
	Snaps ball/charge
	Catch ball/hurdle
	Spin man/audible
L	Surge on the line
R	Surge on the line

First impression



Oh. Oh good. It's an American football simulation. Oh my. Oh joy.



I'm a closet American football fan and this looks phenomenal!



Mode 7th Heaven! The rotating 3D pitch and players are awesome.

First day score

Chris H. Beat Browns

43-7

Madden

At last
Electronic
Arts unveil

the latest link in their chain of sports sims. Has *Madden '94* got what it takes to go all the way to the Super Bowl?

SNES FORCE
Smash!

Since Channel 4 started broadcasting American football on a weekly basis, the sport's grown immensely and now has a huge following of avid fans nationwide. To some, it may seem like a ruck of men chasing after an odd-shaped ball but to anyone in the know, it's the best power sport around.

The five-player option puts *Madden '94* above all its rivals. Imagine you and four mates taking on the SNES!

Madden '94 aims to continue where the last instalment — cunningly named *Madden '93* — left off, so just what's new and is it worth spending more hard-earned cash to get it? Well, the game now has the full backing of the NFL, meaning all the



Big trouble for Dallas as Troy Aikman desperately tries to avoid being sacked for a safety.

THE MATCH

When you've got a game as good as *Madden's* and a multi-tap, then there's only one decent thing to do — time for a challenge! By now Si was really getting on everyone's nerves, so the two Chrises decided to up the stakes and bet a tenner they could beat him and a mate (if he could find one!). Charlie agreed (only after Si paid him a fiver and so the battle commenced). The Ed and Satan took San Fran '84 while the Chubb and the Chump chose Buffalo.



The toss. Si does his famous 'tails never fails' and promptly loses — laugh? We nearly died!



Chris — still insisting that Jerry Rice is his Uncle who visits every Christmas — goes for a dazzling interception. Unfortunately, Uncle Jerry trips, fumbles and Si recovers.



Looks like big trouble for the quarterback as the ambulance whisks him off to the sideline for medical attention.

real-life teams and their logos are included, along with every team's home stadium. Not only are the full 1993 team rosters featured, you can also choose from 12 all-time great franchise teams, including the virtually unbeatable All-Madden Greats. On top of this, there are 38 Super Bowl winning teams of the past, so if you've ever wondered how the unbeaten Miami Dolphins team of '72 compare against the Chicago Bears '85 side, here's the chance to find out! A big failing in *Madden '93* was the lack of a full season option — fear not, in '94 there's the whole deal. Choose a team, play a season, qualify for the play-offs and hopefully take them all the way to the Super Bowl.

Take five

As well as this wealth of options, you can also have a one-off match, play sudden-death overtime where the first team to score wins, and even enter a play off competition with any group of teams mentioned above. All this can be played against the SNES or a mate(s). One feature puts *Madden '94* above all its rivals — the five-player option using a multi-tap. Imagine you and four mates taking on the SNES all at once. This really makes the multi-tap an attractive add-on.

Another revamped feature is the instant-replay option. In previous games action is viewed from behind the quarterback and is quite basic, but in '94 it's an all-singing, all-dancing wonder replay! You can actually rotate the



NFL '94

'Madden-ingly addictive'



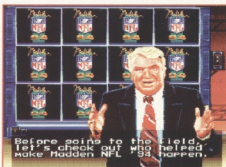
It's taken Electronic Arts a couple of attempts but at last they've converted a Madden American football game onto the SNES, making full use of the machine's capabilities and keeping all the playability that made the MD version so popular!

The graphics are excellent, the great animation really overshadows the previous SNES Madden games and makes the Mega Drive version look poor by comparison. The instant-replay feature is truly amazing, allowing you to rotate the pitch through 360 degrees while re-watching a short part of the game — incredible! Each team and pitch is modelled on its real life counterpart, so playing Houston you're in a domed artificial surface facing the 'run-and-shoot' offence of Warren Moon. Chicago on the other hand play in an open-air grass stadium and prefer to smother you with a tight offence. For me (and anyone else who follows American football), this is the best part of the game, playing against real teams in real conditions in real stadiums improves the atmosphere and excitement no end! Madden '94 features hundreds of 'plays'; and each one can be flipped, so in effect there's double the amount! This is the area where you either make or break a sports sim — too few and you'll run out of ideas quickly, too many and you'll confuse the hell out of the player. Happily, Madden '94 strikes a perfect balance between the two, the excellent menu system ensuring things are never overwhelming. If you don't like American football, forget this title exists as you'll get nothing out of it. If, like me, you're a fan, this is the best version on any console and should be high on your 'must have' list in '94!

93%



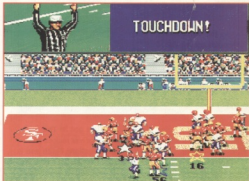
The instant replay option is quite incredible. Mode 7 rotation aho!



John takes a break from his pre-match build up to spin his age-old fishing trip tale to the masses — it was how big?



The Raiders have managed to drive downfield but the defence is too strong — looks like they'll have to settle for a field goal!

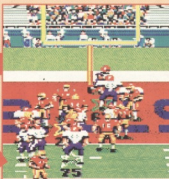


Above: What a mass of bodies! Can you spot the player with the ball? Answers on a postcard to SNES FORCE, Case Mill, Temeside, Ludlow!

Left: Four-way play, now this is what I call big time action! The Buffalo Bills prepare themselves to take on the mighty San Francisco 49ers.



Chrissy H takes a time out to put a curse on Buffalo but disastrously forgets he's changed ends — Buffalo throw miraculously for an 85-yard TD.



Time for more devious tactics. Charlie lines up for the point after — it sails through the middle of the posts but, unbelievably, the ref disallows it (Hang on a sec I'm sure I've seen him before!).



The crowd go wild! Si and Charlie start screaming 'fix' but Satan and The Ed just sit smugly and pee themselves laughing. Charlie and Si vow revenge...

pitch through 360 degrees while the action is running, so the pitch is viewed from any angle. The effect is amazing, though prolonged use isn't recommended as it may make you feel sick!

Multi-tap? No thanks, I just washed.

Graphics are much better throughout this latest instalment, which is pleasing because '93 lacked a certain something in this department.

The game also features loads of new plays and now gives you the chance to 'flip' every one, so in effect there's double the amount. There's the option of playing with a 'no huddle' offence, meaning you go right into the next play rather than returning to the huddle. This is great if the clock's running down with no time outs left!

Madden '94 is a whole new ball game, offering so many new and innovative features it's taking the Sports category in the Super League by storm.

Lace up those boots, pull on the pads and check your tulu — oops, wrong sport! Grit your teeth, huddle close and prepare for possibly the greatest play off this century... ■



The quarterback is just about to be tackled by the defensive blitz but still manages to get a pinpoint pass off to his best wide receiver. Can the defence do anything about this amazing pass?

As the ball soars through the air the defensive linemen can do no more than watch as it looks almost certainly destined for the receiver's hands.



He's got it! The receiver makes an excellent catch and is totally unmarked. He begins to run toward the endzone — sensing danger the defence give chase!

Despite their best efforts the receiver proves simply too fast for the defence and is 'high stepping' it all the way to the endzone. He even has time to do a bit of posing on the goal line!



Still mumbbling 'fix', Buffalo kick off straight into the arms of an eager Chrissy H who looks upfield and throws a 95-yard bomb — surely that's illegal?



But hang on a sec. It's that weird ref again with the hanky on his head. He's reversed the call and given a penalty touchdown. Six points to the Chrisses.



Hang on a mo', that's not John Madden. Something weird's going on here. Looks like ol' Ricey and Hayward have been cheating. Time for Si and Charlie to strike back...



Mustering all their gameplaying talents they put on a second-half display the likes of which have never been seen before.

OFFENSIVE BEHAVIOUR!

Welcome to the locker room for your first lesson in power offense. These are the best attacking plays — use them wisely and victory is yours for the taking...



The I formation: made famous by Herschel Walker. This allows one running back to carry the ball and a full back to block for him. Perfect for short-yardage situations.



Goal line: perfect for 'fourth and inches' situations or preventing a running touchdown. Place all your biggest men on the line and blitz like crazy!



Near and far: in this formation you split your options. You can either go 'deep' to the receivers or keep the ball on the ground.



Single back: this formation is primarily used for running plays but does have the odd passing play to confuse the defence.



Shotgun: an out-and-out passing formation. The quarterback drops back to take the snap giving himself extra time for the pass.



Kick Off: ideal for the speed merchants in the team. Run downfield and put a big hit on the ball carrier before he knows what's hit him.



Pro Form: great for fooling the defence. Two receivers and two running backs gives you loads of options.



Field goal: run out of plays and still not managed to get the ball in the endzone? Fear not because you can always try for a field goal, get the direction set right and boot it!



Throw an interception and the crowd let you know exactly how they feel



However, any touchdowns result in them going absolutely wild — bunch of two-faced gits!

'A whole new ball game'



Any serious sports fan knows why the *John Madden* series of American football games are the best sports games around — authentic NFL teams, amazing gameplay, superb controls and easy-to-use menus, realistic plays and an incredible five-player mode. Now the whole game has been taken to bits and completely redesigned to make even better.

The first thing that hits you is the jazzy new intro sequences. The vast array of new teams (every Super Bowl winning team is included) and a host of entirely new plays takes some time to get used to, though adds an extra dimension to playability and lastability. A great new touch is the disguised play selection making it virtually impossible for your opponent to peek at what you're choosing. Even if a defence does manage to guess your offence, you can second guess them with an audible chosen from the playbook and altered should the opposition get wise.

Getting into the game you notice the graphics are sharper and the sounds improved with those classic Maddenisms ("that's the way to hit 'em!") ringing loud and clear. These can start to get on the nerves after a while but can be turned off via the extended options menu. Playability is vastly improved with a real sense of power on the offensive line and enhanced control over the wide receivers and secondary.

Perhaps most impressive of all is the awesome scaling and rotating action replay feature which is like taking a ride in a jet plane. Not only can you zoom in and out, pan left and right but you can rotate the whole field 360 degrees at the same time — it's awesome! Then there's the full-season option, the list of features just goes on and on.

Put it all together and you've got at a first class sports title and my personal favourite game of the genre. Come on EA, do all us sports fans a favour and give *Madden '94* an official release.

93%



Above: now that's what I call close. The offensive team make the first down by no more than three inches!

Left: After a huge drive that's taken them all the way downfield, the Patriots finish off with a touchdown.



Touchdown after touchdown, the scores ring out like a pair of sailor's trousers!

St: Hang on that's not John Madden it's lardy Jon Bruford our Sub Editor and he's wearing clean clothes! What a disguise!

CHARLIE: He won't need a disguise when I've finished with him, no-one will recognise him anyway!

JON: All right I confess. It was a low-down, dirty rotten thing to do and I would have got away with it if it wasn't for you pesky kids... But hey, Satan offered me a year's supply of lard and Pot Noodles if I fixed the result, so I couldn't say no. WILL: And the moral of the story is cheats never prosper, winners don't use drugs, never sell your soul to Satan for a Pot Noodle, stay in school and remember Just Say NO! And they all lived happily ever after (except Jon!)

Final analysis



Sorry about my sarcasm — *Madden* really is a top class game. No, really. Would I lie to you?



An absolute classic! With loadsa plays and five-player mode this is the game of the year!



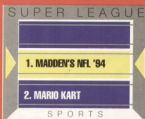
Maddens claims three more victims in Chrissy H, Rincey and Simon, so you know it's good.

Final day score

Chris H & Simon beat

Dallas Cowboys

00000 21-14



Storming into the top of the charts, Johnny boy finally steals Mario Kart's crown. A top quality game in all respects, *Madden '94* deservedly takes the accolade.

Sound

85

Not much music, but spot effects i.e. tackling are excellent and add bone-crunching atmosphere.

Graphics

93

Superb sprites, bold colours and unbelievable Mode 7 make for a feast for the eyes.

Playability

93

Instantly addictive, tidy control method and unbeatable in five-player mode.

Lastability

94

Masses of teams, the variables are immeasurable and there's months of solid play.

Force factor

The best sports sim around. The five-player option and excellent new features put it in a class of its own.

93



Beat-'em-up

Producer **Takara**
Supplier **Takara**

Price **£59.99**
Status **Official UK release**

Players **1-2**
Lives **1**
Continues **Infinite**
Extras **None**

What the makers say...

Ten possessors of potent power await your every command. Who is the strongest?!! It's up to you!!!

■ Takara

Controls

	Kick
	Nothing
	Punch
	Nothing
	Nothing
	Power/weak punch/kick

First impression



Graphics are okay, but the whole thing is frighteningly slow. Nice zoom effect.



Looks good but a real bore to play. One-player mode is far too easy.



The quality of the graphics are appalling. Shabby, shabby — ranks.

First day score

Chris H **Level Four**

DEFINISHED

Ant of Fig

Another beat-'em-up arrives on the SNES, but is the conversion of the coin-op classic good enough to cut the mustard in the shadow of *SFII's* burger? Read on, Macduff...

Ryo staggered out of his local. Beer swilling around his guts the thickly-muscled coalman felt the cold chill of the night air and the tender tingle in his head. Earlier he'd fallen out with his girlfriend Brenda, choosing to go out with his mates rather than her. Consequently he'd sumped a good ten pints to drown his sorrows and



Lee's grim appearance doesn't hide the fact he's nifty with the odd painful move. Here he delivers a wicked reverse kick.

commented one from the darkness 'and that you're a bit 'ard when it comes to the art of fighting'. Ryo swallowed his welling vomit and tried to control his shuffling feet, saving himself from looking a complete prat.

'We want to see if you're as good as they say' added a second mysterious shadow. The group of hoodlums each drew out an artistic weapon — felt pens, pencil sharpeners, crayons and erasers. Ryo acknowledged the challenge and to the awe of his aggressors withdrew a laminated paintbrush — when it came to the art of fighting, Ryo knew his brushes from his pencils.

Artichokes

The 'art' in the title isn't quite as refined as in art and crafts but is a brutal one-on-one battle of bodies as the

An age-old tale of family feuding, bitter rivals, soap opera deaths and hefty community charge bills has resulted in the death of Ryo's father.

encouragement from friends led to another five. Fumbling blindly along a narrow alley he tried his best to summon an imaginary taxi. Stopping every now and then to regain any degree of balance he failed to notice the shadows slowly come alive with the figures of six burly locals. Ryo squinted at the approaching gang. 'Whayouwon't?' blurted the inebriated youth. 'We 'eard you're called The Invincible Dragon' on

FIGHTING FIT

Ten fearless fighters all with stupid character plots can be selected but half of them ain't what they seem. King is a girl, and Mr. Big helps finance his business by selling Lyons' cakes...



hting

Every so often there's chance to take a break from the painful stuff. Bonus rounds consist of breaking ice, bottles and throwing fireballs.



In the real world fighters don't just start scrapping without throwing a few words at each other. Here, insults deplete opponents' energy as well.

'Close, but no cigar!'



I've seen some amazing squashes in my time, getting six full oranges in one carton of fruit juice can't be easy but this takes the biscuit. How the hell did Takara manage to cram 100-meg of NeoGeo programming excellence onto a paltry 16-meg snes board? Beats me! Graphically, *Art of Fighting* is as close to the arcade original as is possible. All the backgrounds and characters are included, each retaining exactly the same special moves. For me the most amazing feat the programmers pulled off was to get the high-speed zooming effect into the conversion — the zooming isn't as bold as the arcade, but it's still bloody good! Sound is also very close, but anyone who's played the original can tell you this is nothing to write home about — it's only average.

Single-player mode is tough and the top difficulty setting is arguably even harder than the coin-op, the problem being there are only two characters available and both share the same moves — as you can imagine, there's not much scope for variation and so it gets boring quite quickly. Two-player mode is much better — all the characters can be selected and this is the way the game was meant to be played. However, the main problem still remains — the gameplay is nowhere near as deep as *SFII* and combos are virtually non-existent. The bouts become routine after a while and this does nothing for latability.

If you enjoyed the coin-op, you'll love this top-notch conversion which really captures the feel and look of its arcade parent. Unfortunately, because of the basic gameplay and irritating flaws, if you're after an *SFII Turbo* beater I'm afraid you'll have to look elsewhere.

79%

CONTINUE



PRESS X THEN R TO STRIKE A HARD BLOW.

Above: though it's bloody annoying to lose, every continue screen carries a handy tip for your next bout.

Right: in every beat-'em-up the fighters always perform the tricky task of a flying kick and Art follows the same old formulae:



Hey look it's Ken's throw! A dog can't learn new tricks but surely they could be a bit more original.



Hey look it's Ken's Dragon Punch! Maybe this dog can't learn any new tricks but it's great at copying!



'A fistful of dollops'



Street Fighter II. Entertaining. *Art Of Fighting*. Boring. *Street Fighter II*. Colourful. *Art Of Fighting*. Dishwater. *Street Fighter II*. Playable. *Art Of Fighting*. Play-doh. *Street Fighter II*. Quick. *Art Of Fighting*. Quicksand. *Street Fighter II*. Fun. *Art Of Fighting*. Fungus. *Street Fighter II*. Amazing. *Art Of Fighting*. Maize snack. Get the general idea? I don't like the game. Like an old friend turning up who never really was a friend and then has the audacity to borrow a favourite book. *Art Of Fighting* is something you'll want to shy away from. It's

amazing how slow it handles and you can often win by constantly repeating a technique — fireball, fireball, fireball... The only decent elements are some of the moves — far more impressive than *Street Fighter's* (Robert's lightning kick is most entertaining) but not particularly practical. Graphics are a watery mix of greying colours with erratic animation and lacklustre backgrounds. While brawling under the army scene I noticed the GIs in the distance flickering. I later realised this was supposed to simulate their clothes flapping in the helicopter draught but appeared more as a bug in the program. In fact it's so trashy I'm not going to say any more about it. Instead, I'll read an entertaining poster for a new invention to ease back pain. (Cough)... Poor posture is one of the most common causes of backache. When we sit without proper lower back support, the muscles that hold our back upright become tired and sore. 'Back-up' is the most effective product available to correct poor posture and eliminate back pain. By using simple body leverage it supports your spine, allowing you to relax comfortably while sitting perfectly upright'. Makes you stop and think, doesn't it?

59%

► strongest warriors on earth battle it out for... something to do, really.

An age-old tale of family feuding, bitter rivals, soap opera deaths and hefty community charge bills has resulted in the death of Ryo's father and the kidnapping of his sister. A master of Kyokugenryu karate, Ryo puts on his rescuing hat and wanders into South Town to find her. Robert Garcia has received similar training — an identical fighter (the old Ryu/Ken 'Anything you can do...' relationship), he offers to help look for Ryo's little sis.

There are three game modes to choose from. One Player vs. the Computer is a basic one-light brawl with combatants of your choice, while Two Player vs. Two Player is the obligatory friend-against-friend match-up. Story Mode allows you to choose either Ryo or Robert to find Ryo's sister and defeat ten characters, each with unique combat attributes. Todo is a merciless Japanese fighter with a lethal move known as the layer of lumps.

Articulating artist

Jack Turner is a well-built trucker who breaks heads with a deadly drop kick. Lee Pai Long is a rock-hard martial arts master and director of a prison. King is a fast fighter with a great energy-zapping kick, while Mickey Rogers is a gangly chap with huge arms primed for punching. Not forgetting John Crawley whose war experience makes him oblivious to pain, and the fearless Mr Z, mysterious possessor of a great demon mask and a vicious fighting arsenal. The final fighter is Mr. Big, controller of South Town itself. He has all the answers as well as two big sticks, and doesn't hesitate in striking.

Special moves are executed as long as the 'spirit' gauge looks healthy — if it drops, special moves are very limp. This status bar depletes with each special move but is charged by pressing [X]. Charging leaves the player vulnerable, so it's only advisable when safe. The opponent's spirit can be reduced by 'razzing' — taunting which riles the enemy. Helpful hints appear between fights, and during Story Mode a bonus round appears at select intervals. Ranging from bottle cutting, ice smashing and super fire blowing, complete the task within a time limit — quick jabbing of buttons is highly beneficial.

Is this the conversion to topple *SFII*? Polish up your knuckleduster and hang on to your teeth — it's gonna be a bumpy ride...



In a perfect world you could deck wasters how Robert likes to. 'Hey, waiter there's a fly on my boot!'

Yeah, well we do now and we're going to spread it around the whole playground. King is a girlie!



Unlike *SFII* where you have to string attacks together, one press of a button and Art does the rest.

Final analysis



Lacks any strategy and eventually becomes downright annoying. I prefer kippers. And ice cream.



Surprising amount of lability in the two-player game, though one-player is naff.



Even the hilarious moves lose their appeal. Little skill is involved and that's a vital feature in a fighting game.

Final day score

Simon

Level Six

FINISHED

SUPER LEAGUE

6. FINAL FIGHT

7. ART OF FIGHTING

8. RUSHING BEAT RUN

BEAT 'EM UP

Despite great graphics and original moves, *AOF* can't compete with *Final Fight's* playability but just pushes out *Rushing Beat Run*.

Sound

65

Pretty close to the arcade original but that was nothing special — could have been improved.

Graphics

78

Virtually arcade perfect — same colours, same animation — even the amazing zoom effect!

Playability

70

Plenty of special moves but combos are almost non-existent. Gets a little boring after a few days play.

Lastability

75

One-player mode is tough but because the lack of characters is restrictive.

Force factor

One-player is restrictive but two-player is fun. However, lacks the depth and speed of *Turbo*.

72

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Impact/Feb

ser2



'See that cloud over there, that's your house that is.'



'Right, I'm off to kick some demon ass, have the dinner ready for when I get back!'



'Crikey! It's a bit on the chilly side! Forget this, I'm off home to a real gas fire!'

'Experts only need apply'



simon

Aaaaaarrrrrrhhhhh!! That's what I found myself shouting after only a few minutes playing *Actraiser 2*. It's one of the toughest games around and I love it!

Graphically, it reminds me of the old SNES classic *Super Ghouls and Ghosts*. It uses a similar colour palette to create the same highly-polished feel, and some of the levels are truly incredible — half the time you end up gawping at the scenery rather than killing baddies!

Trainer 2 goes one better than that old classic, with amazing animation and a greater variety of levels and backgrounds. The map screen is also great albeit a little similar to the first game, using Mode 7 to zoom in and out as the player pleases. This time around the emphasis is more on platform action rather than building up an empire, so you lose the close-in view which was a big part of the first instalment's gameplay. Sound is easily as good as the original, if not better in places and really needs to be played in stereo to get the full effect. Spot effects are also topper, the slash of the hero's sword and the screams of dying baddies are particularly good.

Gameplay-wise, it's a strange one because of the steep difficulty setting. I found myself getting really hacked off and leaving the game, thinking I'd never play it again. However, when I'd had a few minutes to cool down, I went right back and tried again — it's so damn addictive! If you found the first game easy or really enjoyed *Super Ghouls and Ghosts*, you'll love this. If you're new to the SNES world or don't like a tough challenge, you'll find this way out of your depth — personally I love it!

89%



God this place is dusty — we'd like to know who the hell does the cleaning!



This oversized beetle gives you loads of grief, crush him as soon as possible.

WHAT A GIT!

Actraiser 2's baddies are a right bunch of gits, but just how much of a git is a ghoul? Read on...



Head Spitter: (GIT FACTOR 2/5)
doesn't move but fires loads of fireballs.



Mutant Ant:
(GIT FACTOR
3/5) runs
along plat-
forms, trying
to kick you off.



Giant Spider: (GIT FACTOR 4/5) takes loads of hits and runs at you, draining energy.



Knife Thrower: (GIT FACTOR 2/5) the knives are deadly, but he's weak.



Mutant Cyclops:
(GIT FACTOR 2/5) lethal when attacking though only takes one hit to kill.



Blob Spitter: (GIT FACTOR 2/5)
moves along the ground spitting
at you. easy to kill.



Mutant Worm: (GIT FACTOR 1/5) slow and only needs one hit. Don't even bother with them.



Snow Mutant:
(GIT FACTOR 5/5)
the toughest, coldest
enemy around.



Ghoul: (GIT FACTOR 4/5) fast and deadly, kill them as soon as possible or else.



Above: movement is severely limited when you're forced to progress underwater.



Right: as the platform moves down, squeeze past the spikes, thank God for Slimfast!

'Actraised to the ground'



Jesus! Jeezus! How good are the damn playtesters at Enix? Was it some sort of joke idea to make the sequel to a best-selling God sim, where you have to be a minor deity already to complete it? I'm not laughing, Simon's not either. Well, he looks really horrible when he laughs now cos he's got cracked stumps for teeth after chewing through twelve official Nintendo joypads in frustration, while we played *Actraiser 2* for review.

They've taken out the bit I enjoyed most about the original *Actraiser* — the user-friendly strategy section where being God was easy, and so was the rest. For the sequel, you've got a revamped version of the platform hack-'n'-slash sections with new, mind-blowing graphics and a difficulty curve of ninety degrees. The unfeasibly arcade-esque monsters appear in such relentless streams and so fast that even with all the new magic and all the new moves we couldn't last more than five minutes a go. The only way to survive is to pick a level and keep at it until you know exactly where the creatures are going to come from and can get in place before they're on screen.

The Shrewsbury games guru managed to actually complete one stage by the end of it. I think I got about halfway into mine before I could take it no longer. Dying so many times so quickly is frustrating beyond belief, it does create a short 'one more go' lability, but that don't last long in the face of such opposition. I hate to say it, and it's a waste of such perfect graphics, flawless presentation and epic sounds, but *Actraiser 2* is just too frustratingly difficult to be playable.

60%

reactivated the local volcano and covered the land with lava, rendering it useless. The noble warriors turned to petty skirmishing with neighbours, and now wage war on Favioran.

Lample City was lead by a benevolent king, known as a great believer in The Master and a strong leader to boot. Then 'Deception' hit town and the people ceased their daily worship, becoming self-obsessed with petty and lustful desires until the place was loveless and covered in ice; stage five.

Stage six was never rich, a country called Grails whose people lived modestly and always thanked The Master. Their King Kolunikus (known as 'Major' to some) raised taxes to ridiculous levels and threw those who couldn't pay into the dungeons, where he sacrificed them to the Demon 'Greed', exchanging human souls for pieces of gold.

The final level was a land where the people had always ignored The Master's gifts and built miles of polluting factories and land-raping machines. The Demon 'Destruction' conspires with these technological wizards in their utter arrogance, aiding them in constructing a tower to reach The Master.

Hit points on a full eight, magic at the same, one eye on the enemy life meter and time limit and broadsword firmly in hand, it's time to find Tanza and nail the undead fiend once and for all!



Above: FEED ME! This oversized pot-plant stops at nothing to make you lunch. Shame you've already had tea.

Left: after an immense battle, the demon can take no more and cracks under the pressure.



BAD ACTING!

Our hero is no Robert De Niro in the acting stakes but he has some tasty power-ups...



Flying fireball: ideal for counter attacking airborne foes.



Ground thunder: extremely powerful, kills anything in close range.



Flame: engulfs all enemies directly in front of you.



Condoval dive: falling on top of someone has never been so deadly.



Plasma bombs: excellent for taking out sneaky foes hiding behind walls.



Air thunder: sends four powerful sonic attacks in all directions causing mass destruction.

Final analysis



Graphics maketh not the game. It's a challenge, plenty of gameplay and a load more challenge!



Boo Hiss! Sacrificing the strategy for spectacular visuals leaves you with an uninspired slasher.



Wield that sword! Cast that spell! Croak within seconds! It's bloody tough, to be blunt.

Final day score

Simon

Three Stages Complete

180864

SUPER LEAGUE

1. GHOULS 'N' GHOSTS

2. ACTRAISER 2

3. SUNSET RIDERS

ARCADE

This one went to a vote, with the majority saying G&G has the edge, so *Actraiser 2* flops dejectedly into number two.

Sound

85

The music is amazing and really helps set the atmosphere, spot effects are also pretty groovy.

Graphics

92

Very similar to *Ghosts & Goblins* but better. Excellent animation and the overall look is very polished.

Playability

71

A very steep difficulty level may put some people off. However, it's easy to get into and control.

Lastability

89

Each level has at least three sections. The difficulty level means there's plenty to keep you occupied.

Force factor

84

An excellent game, great graphics and sound but the extremely tough difficulty setting could be too much.



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Beat-'em-up

Producer.....Takara
Supplier.....Zap Games
(0532) 580077
Price.....£79.99
Status.....Japanese Import

Players.....2
Lives.....1
Continues.....Infinite
Extras.....8 Difficulty Settings

What the makers say...

A true battle of heroes — fight out in the ultimate tournament to decide who is the World Fighting Champion in the ultimate beat-'em-up.

■ Takara

Controls

	Low Punch
	Low Kick
	High Punch
	High Kick
L	L Attack
R	R Attack

First impression

That fat bloke in the suit should be that proud of his anal emissions.

I thought this was supposed to be good, it looks a right loada crap.

Chop-secky? Looks more like crap-sicky if you ask me.

First day score

Simon Level Four

FINISHED

Fatal Fury

All the discipline of the martial arts, the lifelong dedication and a fat guy with a whiffy botty — it all adds up to big trouble...

In the first *Fatal Fury*, Andy and Terry Bogard were out for revenge. This large and evil Underworld Boss called Geese (?!?) Howard murdered their father and set himself up as world fighting champion, holding an annual tournament for any would-be challengers. Andrew and Tezzer jumped at the chance of avenging their old man, and entered the tournament along with their kick-boxing mate Joe

It all sounds horribly familiar. It would inevitably be classed as an *SFII* clone but for one unique feature...

Higashi. Naturally, they won and smeared his silly, bird-named butt across the ring and into jail.

No sooner had peace returned to the streets than a new and doubly-evil bloke appeared on the scene, known only as the Dark Kaiser. A giant, with tree trunk arms, a dynamo torso

and long, flowing, girly lavender-coloured hair. As can be expected, people took the mick out of this macho meathead with such delicate, refined hair and he beat every one of them to a pulp. Soon he was world fighting champion and challenged anyone to come and insult his hair and he'd batter them, too.

Three's company...

Andy, Terry and Joe had been celebrating their victory and while crawling between public houses, had the misfortune to totter past the Dark Kaiser as he lounged under a lamp post, looking hard. They fell about laughing until tears streamed from their eyes and Joe nearly wet himself. The Kaiser wouldn't lower himself to crush these three feeble drunks, so he entered them in the contest instead.

Sobering up remarkably, the tearaway trio find themselves fighting again this year, alongside a bunch of barking mad folks who'd suffered similar ill-timed laughing fits. There's a

resilient judo geriatric, a tai-kwan-do genius, a money-grabbing mauler, an enchanting ninja maid and a bone-crushing beast. After that little lot, four intimidating bosses (what a surprise!) lurk on the horizon — a bloodthirsty matador called Laurence Blood, an iron-knuckled pugilist known as Axel

Hawk, a vengeful, pole pounding British skinhead under the monicker of Billy Kane and the dreaded Dark Kaiser himself, Wolfgang Krauser (clad in red semi-military uniform, for some obscure reason).

...and 12's a crowd!

The game's a one-on-one beat-'em-up consisting of a best-of-three match against each opponent. Ninety second time limit is optional, and all aptitudes are catered for within the eight difficulty settings, imaginatively named one to eight. Combat takes place in one of 12 horizontally-scrolling locations roughly a screen-and-a-half in length and including two US stages, two Japanese, two British, Italy, Germany and Australia. All sounds horribly familiar, it would inevitably get classed as a clone but for the one feature that stands out from the plethora of *SFII* clones. The fighters can not only jump left and right in standard 2D fashion, but can also jump in and out of the foreground, enabling cunning players to get



Can you spot the difference? One of the few nice touches is the time of day. If the fight is lengthy, day turns to night.



The backgrounds are often more impressive than the fighters. Unfortunately, the lavish juggernaut is ruined by the scrolling.

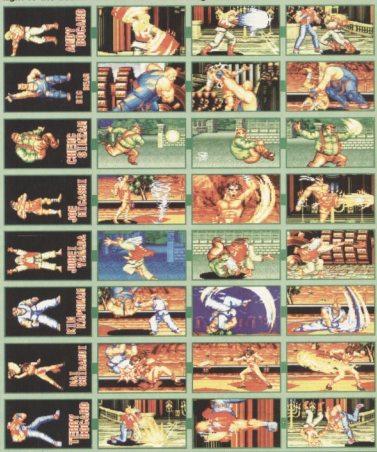
ry 2



Quite out of the blue drops this *SFII*-style bonus round where the object is to break concrete posts which fall from the sky.

FATAL ATTRACTIONS

Yes, Glenn Close and Michael Douglas can be pitted against each other in a fight to the death! And there's a further eight characters to select from too...



'IFFFFTTBCUL III Hyper-Fighting!'



Immortal, Fatal, Final, Furiously Fighting Frenzied Tuff Tournament Battler Combat-U-Like, I'm gonna program it and it's going to be an unapologetic bandwagon jumper. It's going to have eight characters and four bosses, stretchy limbs, death moves and one fast but weak girl, it's...

Sorry, I don't know what came over me. Must be the full moon, or something. Or it could be the steady diet of two-player beat-'em-ups with eight characters and four bosses, stretchy limbs, death moves and one fast but weak girl... I really am sorry, I just can't seem to stop.

Two things that make this different from the game I'm going to make (it's actually already out, but in several different carts, mine's gonna be *Mario All-Stars*-type compilation). One: The characters are infinitely funnier, that little fat guy waltz his hand over his ass as a ridiculous taunt, and the girl punches the air and her chest goes... well, imagine two rubber tennis balls on invisible bungee rope. Two: the irritating habit it has of jumping between the foreground and backdrop and preventing me from pulling off any decent special moves as my character follows involuntarily. Probably a great feature on Neo-Geo, but here it doesn't work for me.

The rest of the game? You know what it's like. Plays like all the other SNES fighting carts, like *Turbo* without the superlative responsiveness and combos, or *Tournament Fighters* without the groovy special attacks. No need to read the manual — a few Flash Kicks, couple o' Dragon Punches, some Sonic Booms and vertical cannonballs and you've got every character's moves sussed. Nothing exciting, nothing new, nothing done any better than the clutch of similar carts you've already seen. And £80 on import? Laugh — I nearly became Cackling Dwarf Bruford.

62%



Above: of all the places to have a fight! Andy tackles one of the bosses in a bullring!

Left: damn! That's another flippin' game of marbles lost to a bloke in pyjamas.



▶ past their opponent without risking injury, and providing alternative evasive action to blocking.

The Champion Battle mode is your traditional one-player job where you face all the other characters and the bosses. 'Vs Mode' two-player is cunningly disguised as *Street Battle*. The third and final mode of play is the *Battle Royal*, where two players face off in a series of matches, by the end of which they've used every character once. Player one chooses his character, player two gets the choice of all the rest, they fight, player one gets the choice of all characters minus the one he's used, as does player two, they fight... ad infinitum.

Fireballs, projectile fans, energy balls and pizza-like objects, fast limb manoeuvres, belly flops, fat characters, Thai boxing characters, thin ones and bosses and a fast girlie, *Fatal Fury 2* has got the lot, it truly is the *Battle Of Destiny*. Thing is, with *Tournament Fighters*, *Tuff E Nuff* and the legendary *Turbo* all doing the rounds at the moment, is there room at the top for another two-player beat-'em-up? ■

Heads are clutched and noses are comforted as another hard battle results in an unsatisfying draw. In a real situation you wouldn't wait for round three, you'd get up and fight!



The selection screen shows the characters perform some ludicrous poses. They shout, punch the air and even wobble their chests.

'As Fatal as a balloon'



I can't believe it! There's a pair of bouncing tits in this! And I'm not talking about another one of my lucid dreams! You know the story with Nintendo and blood, but when it comes to girls showing their wares and wobbling here and there they turn a blind eye. Unfortunately, (and this is where I'm going to sound sexist) Mai Shiranui's boobs are the only interest in the game. And it's not just us, everyone who had a go retorted 'what a crap game... nice pair though.'

Originality is all but dead these days and the combination moves here bear a striking resemblance to *SFII's* Fireballs and Dragon Punches. Even the characters can be matched to The World Warriors, along with the calling cries like 'hadoken', though what inspired Andy Bogard's 'Heineken' is anyone's guess... Heineken I s'pose.

I've never been able to work out why game fighters' shadows are always circular. Okay, if we're talking about Mr. Sphere from Circle Land you'd expect the shading to be disc-like but for a moving person? The *FF2* characters suffer greater in that their shadows flicker. Maybe a hidden sprite is turning an overhead lamp on and off for a laugh. Now let's move onto the music. In a line of five words... the music is the plops. The tinny, plinky ditties are like those on a 1980s Casio keyboard where the electric guitar sound was similar to the orchestral sound, and the piano sound for that matter.

The time has come for a summary as the popular show *Through The Keyhole* favours.

Lloyd Grossman: First, let's take a look at the evidence: the dull unoriginality, the silly shadows, the plonk tunes, the knockers on the selection screen — who would buy a game like this? David, it's over to you...

After quarter of an hour discussion involving Willie Rushton and other out of work 'celebs' the panel come to a conclusion...

The panel: We think a fan of the genre would buy this but they'd later regret it.

David Frost: Well... (pause)... you're... (teasing, longer pause) absolutely right!

Willie Rushton: Can I tell a really unfunny joke while poking my beard?

62%

Final analysis



The fat bloke's cool, but the game stinks. Don't be fooled into thinking it's anywhere near *Turbo*.



Beat-'em-up? Beetroot more like. A pale plimsol compared to *SFII's* mighty boot.



Dull, slow, crappy, unadictive pale imitation of top tack *Turbo*. Need I say more?

Final day score

Simon

Level Four

FINISHED

SUPER LEAGUE

8. RUSHING BEAT RUN

9. FATAL FURY 2

10. TURTLES IV

BEAT-'EM-UP

Fatal Fury 2 scrapes in by the skin of its broken teeth, knocking *Super Double Dragon* flat on its ass and out of the charts.

Sound

50

Randomly blowing notes on a trumpet would result in better sound.

Graphics

80

The sprites and backgrounds are arcade perfect. Shame about the poor parallax and jerky scrolling.

Playability

75

Admittedly you keep playing until reaching the end but considering the difficulty this won't be long.

Lastability

61

Like many a game *FF2's* strong point is the two-player option but this will only drive your friends away.

Force factor

Jumping on handwagons is all very well but the majority fall off and get run over by the wheels.

58



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Shoot-'em-up

Producer.....Interplay
Supplier.....Zap Games
(0532) 590077
Price.....£49.99
Status.....American Import

Players.....1
Lives.....5
Continues.....Infinite
Extras.....Password System

What the makers say...

A strapping 16-meg of high-octane blasting... the two greatest cyborgs of all time face off in the greatest battle in sci-fi history.

■ Interplay

Controls

	Fire
	Jump/Fire Weapon
	Nothing
	Select Weapon
L	Spin Plane Left
R	Spin Plane Right

First impression



Very poor graphics and extremely slow gameplay are instantly off-putting.



Big guns, bigger robots and chicks — a perfect S&B recipe.



Graphics look dull compared to other versions, but the sounds are wicked.

First day score

Simon Level Four

9543

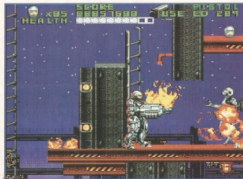
RoboCop Terminator

Earth, sometime in the future — the very near future. The planet has become a battleground, the winner of this crucial combat decides the fate of all mankind...

OCP. The mega-corporation of the future. They control the police, construction industry — everything. Little do they know, they also hold the key to mankind's very existence. OCP's subsidiary special department known as Cyberdyne Systems just won the

A crack commando goes back in time to assassinate the abomination that started it all, that cyborg cop Murphy

prestigious contract to design the SkyNet defence system for the Strategic Air Command and the National Organisation of Regional Air Defense (SAC-NORAD). The easiest approach is to model the new world-wide defense project on the modified neurons of the only successful hybrid between human central nervous system and a computer, namely their past star project — Robocop.



I am the God of Hell-fire, and I bring you... ED 209's arm upon a silver platter. Mixed sci-fi, mixed misquotes and metaphors!

So Robocop becomes the unwitting spark for the flames of destruction that sweep the earth when, after many years of faithful service, SkyNet becomes self-aware and takes out the bulk of humanity in one fell swoop — no opposition. Only a few scattered pockets of rebellious humans survive, and send one of their number, a crack female commando known as Flo back in time to assassinate the abomination that started it all — namely the cyborg cop called Murphy.

Protect the innocent...

SkyNet mobilises squads of Terminators to tail her and ensure Robocop's successful integration with the OCP computer in a complicated multi-time zone storyline based on the Dark Horse comic of the same name. After a few skirmishes the Terminators win out (unknown to Robo) and he merges with the computer, which turns out to be a SkyNet trap sent from the future. His persona is translated into a stream of data and sucked into the mainframe, his titanium physical body destroyed for safe measure. Machines take over. Years later Murphy bursts from a Terminator Generation Chamber, having spent decades crackling around the computer as a virus-like electric pulse before rebuilding his body from the future technology's Terminator parts and scraps of bio-engineered tissue and emerging to take his revenge and finally destroy SkyNet.

Upgrade the Law...

Gameplay is standard platform blasting of the type any budding S&B cyberpunk will already be intimate, although brought up to futuristic standard as Robocop fights to complete his two objectives on all twelve levels: Destroy All Enemies and Locate The Exit. Between stages he gets a chance to recharge, so you never begin a level with an excuse for croaking on the first villain. The carnage erupts in the crumbling back-alleys of old Detroit, soon spilling into the more reputable areas of town, the Delta City building yard and the plush OCP headquarters. Murphy battles it out across time itself to the wrecked streets of the future, ending up at SkyNet's main office and the treacherous Terminator Generation Chambers.

Serve the Public Trust...

Over these locations he has the opportunity to upgrade to eight weapons (starting with the regulation issue .57 calibre OCP pistol) via collectable icons with unlimited ammo thrown in, often hidden in secret sections, behind false walls or destructible crates and guarded by waves of opposition. Between ED 209's arm-mounted Gatling gun (must be shot of him first), an LOS or Line Of Sight missile



Left: how dumb are these machines? Get behind 'em and they don't know how to react to a rocket in the ass.



Above: the government sent in police. One titanium-plated troublemaker was caught on film...

Left: dramatic agony pose number four, modelled here by Robocop as he breaks iron girders.

ton

'Full Metal Lasagne!?!'



How do robots get fat? When your legs are titanium, what do you eat to make them bigger? Chrome-frosted fresh grease cakes? Oil-saturated sheet-metal lasagne?

Oh yeah, Robocop eats babyfood — well he must have gobbled barrels of the stuff to get to the size he is now, from a lean, mean, killing machine on Sega just two months ago to a chunky, slow-moving dinosaur on SNES today! He's even lost his sexy metallic gleam in favour of cartoon shading — I warn you now, stay off the

Cow & Gate, and beware Milupa!

Honest, he's a fat b... b-bucket of bolts on SNES, he hasn't even got the Sega version's graphics for appeal. Misguided they may be, but no Sega owners were fooled by the glitzy look of their game, they saw through it to the run-of-the-mill platformer lurking beneath. Walk a bit, shoot a bit, get a bigger gun, shoot less. It's simple in the extreme and nothing too irritating, frustrating or mentally taxing at all, really. While your brain sleeps, your reflexes take a real workout at the hands of the endless stream of enemies, and it may be worth waking up a few synapses to remember ahead of time when a giant chain gun appears, because that's the only way to get past them. That's the limit of this cart's strategic challenge, the rest is just mindless blasting with satisfyingly solid spot FX. Nowt wrong with that, can't fault it, fair play to it, like... and other such approving yet not over-excited phrases. Your move, sheep.

70%



Above: no sampled speech, what a cop out! The unnervingly silent ED 209 drops his weapons before losing his head.



Right: surprise! He walks right into it again, the old chain-gun-in-the-floor gag is a classic party icebreaker.



Above: between levels you're served up passable renditions of pages from the legendary Dark Horse comic, explaining the action as the plot unfolds.

FUTURE FOES

Today's thugs are scum for sure, but tomorrow's hooligans are a different breed of psycho...

This sneaky coward hides behind a wall, then pops out and fills you full of lead. Long-haired Will-type, huh!



Another yellow pussy, who's really a grey lemming, lobes powerful grenades.



Put multiple holes in Arnie's chest and he sheds skin to reveal his metal body.

No! It's not a bubble car on legs, it's Evan Dando 209, famous indie-pop front man making his first SNES cameo.



A babe in a catsuit who follows you almost everywhere.



Road Safety — look before you leap in case of wire-riding spiders.



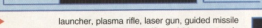
It's Game Over, man! That smug grin just begs you to press [START] and have another go at wiping it off.



On the highwire, dressed in a leotard... there wobbles one hell of a heavy robot cop, and a lovely view of Detroit by night.

BOLT ON GOODIES!

A strange expression which apparently means the guns, icons and peripherals in the Robocop survival kit. Here's a quick glance at the goodies in question...

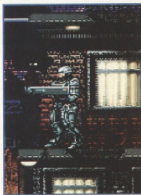
 ED 209's arm gun: connect this for the mother of all heavy weapons.		 Laser pistol: great for quick blasting although very weak.	
 Rocket launcher: increase range and power with this mega blaster.		 Robo head: this gives either temporary invincibility or an extra life.	 Smart Bomb: appear from wreckage killing everything on screen.
 Bolt-on energy: a life saver and luckily easy to grab from enemy bodies.			

launcher, plasma rifle, laser gun, guided missile launcher and combo weapon of plasma rifle and 20mm grenade launcher, Robocop has the chance to pack a lot more than .22. Other icons abound, although usually hidden in similarly devious ways to the guns, and include smart bombs, extra lives and energy in one-point or full-bar doses from Life Boosters.

...Waste that T-800!

The scenery comes alive as you interact with backdrop features like overhead wires, some of which can be grabbed onto and used as tightropes — others can't, it's trial and error time. Watch out for the construction site's loose girders and the machine-controlled future's homing Terminators and watchful spider droids, bristling with throwing bombs. Apart from the general grunts, low-life and thugs lurking behind every crate and girder, you also face an increasing number of T-800 Terminators, twenty of which must be dispatched on the penultimate plane-piloting level ending up outside Skynet's main computer for the final battle.

It's your move, creep — Serve the Public Trust, Protect the Innocent, Uphold the Law, forget all that. Mangle Terminators and save mankind or there will be... trouble!



The first level has an extra life hidden to the left, over many broken roof platforms and novelty exploding crates.

'Kramer vs. Kramer'



Trust Robocop to ruin my theory. See, I had this flawless thesis that all policemen had some form of facial hair, generally moustaches. Next time you see a bobby getting heckled or beaten in just see if he has a beard/moustache — nine times out of ten they do! Of course, Robocop has no sight of hair, not even on his domed helmet but there again he is only a fictional law enforcer — just like our boys in blue really!

This Dark Horse battle is a great match-up, you have one of the best loved sci-fi characters against one of the best loved sci-fi characters! Not that I could be patient enough to stick around for any Terms, the first level has as much fizz as lime cordial. Rob's slow articulation and cumbersome cardboard animation leads to all kinds of problems. Bad guys hide behind corners and try to surprise Rob, the trouble is he can stand right by them, they jump out and miss, firing as if he's 100 yards away. This glitch is one of many cock-ups which dismiss any sense of realism in play. Since when has Robocop become such a fussy queen? Walk into a bit of fire and the guy loses energy — he's metallic for bolt's sake, surely his two inch thick iron soles could tread over flames with ease, hell, a pair of moonboots can (don't ask how I know!) What's double depressing about fire is it acts like a solid object — Robo bounces off usually falling down a gap he's just cleared. In my experience, stick your hand into a fire (don't try this at home, kids) it gets scorched, it doesn't rebound! Robocop vs. Terminator? — yeah right. Kramer vs. Kramer more like.

40%

Final analysis



Extremely boring and slow gameplay means that prolonged play is seriously limited.



Still looks good! Okay, it's slow and clumsy, but there's plenty to shoot. Long live seafood!



Big on weaponry, short on originality. As playable as a game this uncomplicated can be.

Final day score

Chris H

Level Six

000180123

SUPER LEAGUE

DIDN'T MAKE THE LEAGUE

SHOOT 'EM UP

Despite good breeding, Robo's flat feet failed to get a foothold, slipping away into oblivion.

Sound

77

Futuristic as Super Star Wars, great lasers and loud metallic chinks, slightly lame tunes.

Graphics

63

Bad attempt at comic art on both sprites and backdrops, a cop out after the shiny HD robo.

Playability

40

Slow and solid, exactly the same as Ocean's stream of Robocop licenses on the 8-bit computers.

Lastability

58

There's a fair bit to it, but unless you are Will Evans you'll be bored in minutes.

Force factor

Fan for a while but ultimately unsatisfying license — considering its pedigree, a sad waste.

55



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Platform

Producer.....Mindscape
Supplier.....Mindscape

Price.....£49.99
Status.....Official UK release

Players.....1
Lives.....1-5
Continues.....3
Extras.....Password

What the makers say...

You'll be egg-static over this egg-cellent platformer — we're not eggkaggerating! Don't be a dumb cluck — get Alfred today.

■ Mindscape

Controls

	Shoot
	Jump
	Jump
	Shoot
L	Nothing
R	Nothing

First impression

Anyone who uses the 'fowl' pun will be terminated — slow and annoying.

Chicken nuggets! What a weak attack this chicken has. All very average.

Bloody con. He doesn't look anything like cheese.

First day score

Chris H Level 6

■■■■LEWEL6

Alfred

Alfred's no ordinary chicken — most fowl don't have to deal with homicidal snails or crazy clockwork mice. Then again, this chicken's a bit like cheese...

Alfred is a respectable name, the kind of monicker you expect of an old war hero or the servant of Batman. But in a world of crazed cartoon characters the one which stands out most is the dopey looking Alfred Chicken. With a podgy red stomach and psychotic staring eyes, Al's a breed apart from the poor blighters residing in coops or supermarket freezers. Alfred has a friend, Mr. Peckles — a gangly hardi-perennial resembling the plastic flowers which bop to music. Peckles may be a sweet-smelling bud but his hobbies include constructing special radios for eavesdropping on unsuspecting people. While twiddling the techno knobs he stumbles upon an alien broadcast — it's none other than the Meka chickens plotting the downfall of the universe. According to the broadcast, they have Advanced Meka technology and are using stolen eggs to incubate and create a Meka Chicken Army. What's more, they intend to

Al decides to get another feather in his cap by taking the Meka menace and shoving it right up their turkey lurkey.

destroy darling Alfred who's been known to interfere with their plans in the past. Rather than watch his pal die at the Meka's hands... er... feet, Peckles warns Alfred that his goose may just about be cooked.



Alfred values the feathers on his butt and this whirling blade is a certified threat. Jump on the cans to reach the top.



You pay for Peckle's ludicrous phone bill and what happens? He rewards you with a watering can! Goddam cheap skate.

Rather than get a good stuffin', Al decides to get another feather in his cap by taking the Meka menace and shoving it right up their turkey lurkey.

Chicken Licken

Using Alfred's nimble chicken physique, collect various doobtreys over hazard-filled platform levels in a bid to reach the chief Meka Chicken and thwart his fanatical plans. Al's weak build means he can only take one hit before exploding in a plume of feathers, so don't rely on an energy bar to get past tricky situations. Al can take solace in the many re-start points in the form of balloons, encouraging progress once triggered. With no hands and a pair of legs only good for standing on, Alfred's only ground



Unimpressed with T.V.'s 3D week not so long ago? This is what it should really be — surfing on sound!

Chicken



Platforms, a door, a large ladybird, a... that's ridiculous! A door with lightbulbs around it!



So this is whose house it is — a really big daddy! Why is he looking so angry?

'Eggier than egg sandwiches'



I don't mind Alfred — a chicken with ambition is fine by me. Look at other unlikely sws heroes: Yoshi, his plumber mate Mario, Mr Nutz... the list is endless. So why not a chicken? Well, *Alfred* suffers from an affliction all too common in consoledom — a distinct lack of playability. Great attention has been paid to his public profile, and the Game Boy adventure is one of the most enjoyable hand-held carts around. What went wrong? *AC* looks like a NES game, with basic, functional graphics, and though there is smooth parallax scrolling on later levels, they never rise above average.

Sound is more of the same. Minimal effects are fine (look at the top quality *Flashback*), but when the sparse sounds are poor there's no excuse. The attack method is, while simple to execute, very difficult to master, as an inaccurate dive — out by scant millimetres — can easily result in death. This could be seen as adding extra challenge, but is actually just plain infuriating.

These quibbles aside, Chris Hayward spent the best part of a week trying to complete it and the puzzles are well thought out. It has that 'I'm not going to let any damned pillowcase-stuffing clad warrior bird beat me!' appeal, but unfortunately, that's about it. It's infuriating, frustrating and annoying but in the end I still went back for another go, and, whatever the reason, that's what counts.

75%



Above: nothing's more pleasant than a tranquil wood, especially when there's a gigantic tap with running water just hovering in the air.

Left: Alfred turns his back for just a second and all hell breaks loose. Fortunately, he just missed an exploding bomb — lucky chick.

IN THE COOP

In this world of broody hens lie objects beyond the comprehension of regular chickens. Here's an in-your-beak list of items of importance...



Robot: a bucket of bolts with the tendency to explode.



Egg cup: keep your eggs clean and gain an extra life with this.



Diamond: collect 100 for an extra life.



Jam: Robinson's gone lunatic. Enables AI to lob pellets.



Firing snail: his home is a reinforced cannon. Avoid.

Shield can: a handy shield in a portable can.



Bomb: this destructs when AI is near.



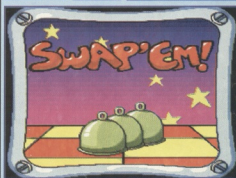
Mouse: a real wind-up.



Switch: switches do all kinds of things. Peck it and see.



Block Bust: not only kills opponents but busts squares blocking the way.



Bonus Game: watch where the extra lives are hidden and work out where they'll end up as the cups erratically move around. Confusion city!

'Don't count your Alfreds'



For God's sake, don't programmers learn *anything* these days? How many *sux* games have their been? Fluffin' billions, right? Well why the Colonel Buckets don't they learn from the mistakes of others? *Alfred Chicken* suffers majority from one glaringly obvious fault — there's no energy bar! Now, you know what it's like, you get really far into a game, collide with one object and it's all over. Know how frustrating that is? Yes, there are lives, and yes, there are re-start points but in a platform game especially, a status bar is essential as it adds a lot more playability. Not to make the game ridiculously easy but so you don't give up in frustration. This *doesn't* affect early levels but later on the one-chance element really grates. Graphics wise *Alfred* is nothing remotely special and as for the sound effects — listen out for the grease-proof paper crunching effects, that says it all really. Let's be serious for just a moment, Alfred is a really bad character. I think his election campaigns were great publicity stunts but he doesn't impress me in the slightest. Everybody else finds him 'oh, so funny' and 'what a great chicken'. Me? 'Skanky lump of beak and feather'. And what of the rumours I heard about the level layout? Finding the 'hidden' exit is a doddle. Peck a couple of blocks, twist the beaky beggar's head about and bingo — there's the exit. As for Mr. Peckles...

Unfortunately that hefty ragging doesn't explain why I've played this more than any other game this month. Don't get me wrong, I really, *really* hate *Alfred Chicken* but I've been playing for ages, determined to beat it! And though it pains me to give it a respectable mark I have to on the grounds that it got me completely addicted. Someone call the men in white coats — I'm going mental!

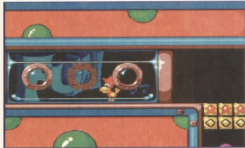
74%

► attack is the point-blank tip of his beak but this is only good for buffing switches to make walkways appear or reveal hidden treasures. Luckily, his nose dive is much more effective. Fluttering into the air, Al propels himself into the ground beak first, destroying enemies in the way — any one who's seen *Aero The Acrobat's* killing dive knows the general idea. The Meka army is not just chicken based, the soldiers come in many differing forms — snails with cannons for shells, exploding robots — basic chicken dislikers.

Poxy chicken

After every level Alfred flies up to Peckles' space lab and partakes in a bonus game, where extra lives are hidden under three egg cups. A quick switcheroo and it's time to choose a cup.

Levels abound, baddies are increasingly numerous as Alfred progresses and the dangers come thick and fast in the ever-larger playing areas. Will you start the trend in fowl play or are you just too chicken...?



Ever cautious, Alfred spies a clockwork villain approaching. The beaky beggar uses a lethal attack...



...the patented nose dive. Hurtling toward the innocent mouse...



As lasers thunders overhead and time ticks down, Alfred gets bored with the whole thing and nods off. Just like us really.



Above: wow, it's the funhouse! Where you have a whole lotta fun, with prizes to be won! And you meet Pat Sharp — oh joy!

Left: if only people would abide by the litter law. Let's just say that leaving clear jam jars on a platform can lead to chicken confusion?



...Alfred callously destroys the poor squeaker, sailing into the air after his bitter glory.

Final analysis



Cartoon graphics are all very well, as long as they actually resemble what they're cartooning. Irritating!



His election stunts are fine but when he's this bad I certainly wouldn't vote for him.



It's a real shame, but Alfred just doesn't have the character to hold a whole game. Bummer!

Final day score

Chris H

Level 19

LEVEL 19



Hardly surprising really, Alfred always came across as 'a bit of a laugh' and this mediocre platform game is just that.

Sound

61

Empty, repetitive tunes and poor 'boinky' spot effects grate the nerve endings — bah!

Graphics

65

Simplistic, blandly-coloured and sappy animation doesn't do Alfred any favours.

Playability

78

Infuriatingly addictive, even if you despise the beaky beggar you can't help just one more try.

Lastability

78

Progressively larger levels and more numerous villains make for a lasting challenge.

Force factor

AC's redeeming feature is its unfathomable addictiveness. It certainly keeps you coming back for more!

76

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Shoot-'em-up

Producer.....Acclaim
Supplier.....Acclaim

Price.....£49.99
Status.....Official UK release

Players...1-2 (simultaneous)
Lives.....Energy bar
Continues...5
Extras...S.Scope compatible

What the makers say...

This game is only for those who know they can handle true arcade action. Everyone else should go play *Tetris*...

■ Acclaim

Controls

	Fire
	Missile
	Fire
	Missile
	Nothing
	Nothing

First impression



Virtually identical to the arcade graphics but looks just as dull to play.



Looks okay, just hope they've improved the gameplay from the MD.



A near-perfect arcade conversion, bosses can be a bit frustrating though.

First day score

Chris Level 2

0000932300

T2 The arcade game

Born from the ashes of a nuclear holocaust, Skynet launches a fresh assault on the bedraggled human survivors. Only one person can save them — you...

Sarah Connor knew about the war against the machines. Only the other day in her favourite women's magazine *Sarah Connor Weekly* she had read of the increased danger of household appliances. One vacuum cleaner had acquired a life of its own and didn't just clean carpets — it would take them to Allied for a trade-in with the latest Persian rugs. One food mixer in Derby had, without warning, swapped its owner's prize cow for a bag of magical beans. Stories of hedge trimmers getting degrees at university and light fittings becoming go-go dancers in

The final battle is in the depths of a steel mill, a game of death which will decide mankind's future

Blackpool only served to heighten Sarah Connor's fears over the danger of advanced technology. Then, a big metal man knocked on the door and tried to blow her brains out. As you can imagine, Sarah was a little shaken by the event and when she later learned the Terminator robot had come to kill her yet-to-be-born son her consternation was doubled. That was the basic plot for



Ha — the Terminators spring up without warning and demand spooky-dokeys for their incomplete wheel weapons.

the first *Terminator* film (kind of) and the sequel was more violent gun-toting, as is the game tie-in which is more akin to a latter day *Duck Shoot* than anything else.

T2 is an exact replica of the arcade coin-op minus the front-mounted cannons... and the large wooden cabinet... and the dodgy arcade owner... and the arcade!

Metal Mickey

This side-on, first person perspective blaster is a simple matter of positioning a gun sight over a swarm of marauding metal endoskeletons, T-1000's and alien critters and blasting the pixels out of them. Seven titanic levels of mindless shooting are divided into two missions. The first assignment for you and your trusty Joypad is based in LA 2029 where the remains of the city (a big war happened apparently) are the setting for a brutal shoot-out with the insane machines. Deadly 'Hunter Killer' space craft drone through the skies along with Terminators. After wading through this onslaught it's onto a human hide-out where lethal Orbs



Itchy trigger fingers beware, this screen full of allies scrolling past. No-one'll see from over that wall, shoot 'em in the back!



The Terminators behind the lines are a pain in the ass — literally, for the snipers cowering behind the wall.

TERMINATOR ONE 01 TERMINATOR TWO
007 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 033 034 035 036 037 038 039 040 041 042 043 044 045 046 047 048 049 050 051 052 053 054 055 056 057 058 059 060 061 062 063 064 065 066 067 068 069 070 071 072 073 074 075 076 077 078 079 080 081 082 083 084 085 086 087 088 089 090 091 092 093 094 095 096 097 098 099 100

MISSION: BATTLEFIELD

FLYING HK
11 Terminated.
Accuracy = 28%

BONUS
110,000

TOTAL BONUS
225,000

FLYING HK
22 Terminated.
Accuracy = 57%

BONUS
220,000

TOTAL BONUS
208,000

Comparing stats in the between-level screen, providing countless arguments over who's best!



Factories are dangerous places, full of posers in shades and leather and deformed flying robots.

'An assault on the senses'



When I'm not playing sports games I love nothing better than to let off steam with an all-action shoot-'em-up and *T2 The Arcade Game* with all its uzi-blazing carnage fits the bill perfectly.

Okay, there's not much strategy involved except aim for the T-800's heads and use rockets to gun down the HKs but it's sweaty-palm action all the way. Mindless blasting it may be but hey, games are meant to be fun aren't they?

The vital factor in any successful shoot-'em-up is power-ups and *T2* has them by the crate full — smart bombs are the best, nuking the whole screen in a frenzy of white light and scattered limbs! The graphics faithfully recreate the atmosphere of the movie and the digitised pictures and sampled sounds — 'Lets move out!' — help envelop you in the futuristic setting.

Critics will say they've seen it all before in the arcades and on the Mega Drive. True, there's no denying this is a virtually perfect conversion of its arcade counterpart. Sure, gameplay can get repetitive and I have my doubts over its stability — there's one thing paying a quid for ten minutes of blasting action in an arcade but would you pay fifty times that to own it? Some would say no, while I other hand reckon £50 for an arcade game is a pretty good deal — most cost ten times that and who needs a cabinet anyway?

My advice? Head down the local arcade and give it a go.

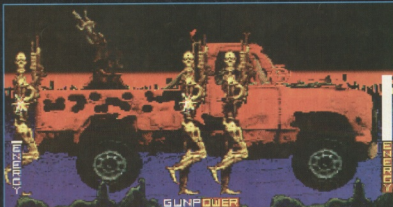
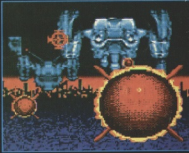
83%

Close-up
Terminators take
downs of battering
before they'll lie
down. From clean-
cut sniper to...
eugh, Will without
Clearasil. There's no
time for pity though
— blast their metal
heads off!



Above: the screen-filling truck keeps up with the scrolling and makes it real tough to protect when it bounces.

Right: the deadly hovering Hunter-Killer, they hang menacingly in the air and lob missiles faster than you can say 'Made 7.'



It's the hilarious synchronised robots again, they've killed the resistance's gunner and are trying to make you shoot Connor (the truck's driver) by mistake. They key is aiming well to the left.

TERMINAL TOYS

Collectables are found within ammo crates on the battlefield. Blast 'em open to find these waiting...



Shield: grab this for some much-needed protection.



Ammo: gives an extra clip of regular power ammunition.



Cooler: stops your gun from overheating and slowing down.



Rocket: gives a limited amount of high-powered blasts.



Rapid shot: temporary but high-powered missile weapon.



Smart Bomb: Best of the lot, clears everything on screen.

ascend from the ceiling concealing harmful lasers. Protect the innocent civilians and your own hide.

Your next trip is to Skynet, home of the mega computer that created the machine wars. Only by reaching the end (by guarding a travelling truck) will the rebels reach a time machine in which to transport a protector for Sarah (so the first *Terminator* film can be made).

Steel Magnolias

After that it's onward to the heart of Skynet and in a flurry of more bullets the perimeter fences must be penetrated before destroying the central computer. That's the first mission over with and the only task remaining is to smack the hands of the mutating T-1000 out to kill John Connor as a child. This transpires over the remaining three levels starting in the Cyberdyne Laboratory where the Terminator scientific research must be destroyed along with any interfering S.W.A.T. members. Then there's the Freeway in which the heroes make their getaway with the pursuing T-1000 in a helicopter in pursuit which must be shot down. The final battle is in the depths of a steel mill. Involving a juggernaut packed with liquid nitrogen and a causeway several terrifying feet over a lava pit, this is a game of death that will decide mankind's future.

Adding that little 'something' are standard power-ups: rapid fire grants, well, rapid fire, missiles are self propelled explosives, and grenades blow things up — the average weaponry you find lying around on the street, and if you've got one of those mates who want to take over your go, give them a second pad and they can join in for a two-player shooting assault. Super Scope owners can plug in their plastic pipes for greater accuracy and speedier shots — a lot easier than guiding the joystick cursor around.

It's not every day you can shoot a big gun without waking up, or killing, the neighbours so why not set your sights on this. In the joint words of Sarah and John Connor: 'There is no fate but what you make...' ■



This fearsome cyborg guards the entrance to the second level. Aim for his head and blast like crazy.



This digitised villain satisfies the cravings of everyone who saw *Short Circuit*. Jonny Five lives? We'll see.



Effective use of smart bombs is essential. The more you blast the more points you score.

'Fun for a few games'

Simon



To put it bluntly, *T2: The Arcade Game* is the Mega Drive version — released ages ago — with much better graphics. This means the same gameplay flaws are still present.

Graphically *T2* is as close to its arcade parent that you could ever hope it to be — the graphics have the same digitised look, and overall the visuals are quite impressive featuring the same dark colours and shading effects. Animation is also good, with Hunter-Killers flying past without a hint of slowdown or jerkiness. Each level has a really smooth parallax-scrolling effect and really captures the coin-op feel. The gun sights are alright but they're a bit slow off the mark — when they finally get moving, they whizz around like nobody's business. It's all very confusing in the heat of battle and a lot of the time you end up losing sight of the cursor when you need it most! This problem isn't encountered with the Super Scope, so this is the best way to experience the game. Sonically things aren't quite so good, with a bland and boring soundtrack and minimal spot effects — this was a failing in the arcade game, so I can't be too hard on the conversion.

The main problem I found is it's the type of game that's alright to play a few times down the arcade, but do you really want to spend £50 and play it all the time? If the answer's yes, you probably loved the arcade game and will adore this. Everyone else should definitely try-before-they-buy, because you may find yourself bored before getting your money's worth.

79%

Final analysis



A brilliant conversion of grey game which brings up the question why they bothered in the first place.



Excellent conversion of a rather dull original. If you like the arcade game, build a shrine...



A testing challenge that should keep shoot-'em-up fans going for many happy hours.

Final day score

Chris

2,010,749

0002010749

SUPER LEAGUE

DIDN'T MAKE THE TOP 10

SHOOT 'EM UP

Despite being a practically perfect conversion, this doesn't hide the fact that it's originally a poor game. Poor Arnie.

Sound

76

Minimal, pretty basic but always functional effects. Great John Connor sample though!

Graphics

83

Arcade perfect in this direct conversion, but they were nothing to rant about in the first place.

Playability

84

Masses of power-ups, just switch your brain off and blast away.

Lastability

76

Plenty of challenge, though the samey format unfortunately means a limited life span.

Force factor

An accurate arcade conversion. The only problem is the arcade machine's nothing special.

88

TOP GEAR 2™

RAIN

Choose your tyres to suit the conditions. Try out Spinner high-performance Radials, or state-of-the-art slicks for high speed wet track handling.

200 MPH

WHATEVER THE

SHINE

1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt - 2 of the 16 countries you can race in, with 64 tracks in total to choose from.

CONDITIONS

KEMCO

LICENSED BY
Nintendo

TOP GEAR 2

THE
WORLD'S #1
RACE GAME
1 OR 2 PLAYER
RACING!



SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION



SNOW

Beat the weather - tracks in Scandinavia and Canada may give you blizzard hassles. Or even worse, you may be expected to compete in a night-time challenge.

FOG

Get the edge with customised parts for any weather condition. Fit-out at the body shop with incredible engine, transmission, nitro system and armor upgrades.



TOP GEAR 2 IS THE NEW
SUPER-ACCELERATED NO. 1
WORLD LEADER IN RACE
GAMES - JAMMED WITH
TWICE THE PROGRAMMING
HORSEPOWER OF THE
ORIGINAL TOP GEAR.

MOVE IT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

AVAILABLE
FOR
CHRISTMAS

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KEMCO



Platform

Producer... Elite
Supplier... Elite

Price... £44.99
Status... Official UK Release

Players... 1 or 2
Lives... 3
Continues... None
Extras... None

What the makers say...

'20 huge levels including 4 bonus levels on a massive 8-meg cart. Breathless animation and special effects, a truly tremendous visual experience.' ■ Elite

Controls

	Kick Left
	Jump
	Overhead Kick
	Kick Right
	Smart Bomb
	Sonic Wave Punch

First impression



The graphics are all shaded in the same colours. You can't see the enemies!



What a nightmare! No depth of gameplay and an annoying controls.



Poor sound and atrocious graphics make this a real chore to watch.

First day score

Simon Five areas done

■■■■■248682

The Adventure Dr. Franken

It's not all fun and games being a phosphorescent green member of the living dead. In fact it's just work, work, work. The spare-part hero has definitely earned a holiday...

What do you do when you've booked a holiday with your darling beloved in the exotic location of both your dreams, and everything is looking rosy for a resting vacation in New York? Nothing, everything's groovy.

However, when you find out that your girl's missing a passport and has spoiled your plans, then it's time to take a big axe and hack her up into little pieces. Carefully wrap each

Your girl's missing a passport — time to take a big axe and hack her up into little pieces!

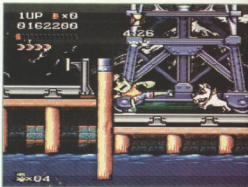
separate part in string and brown paper and bury her at the bottom of the garde... er, post her to the Big Apple. Presto — instant dirt-cheap air fare, no passport or visa required. So sayeth Frankie, anyway, because that's just what he did when his girlfriend Bitsy came clean about her lack of passport. When he gets to New York he'll just re-assemble her expertly grave-robbed form and they'll be free to enjoy the USA.

Franken Walters

You may have spotted a couple of flaws in the plan — namely the immense stupidity of anyone willing to hack their girlfriend to bits with an axe (you want a nice, smooth cleaver for a job



Frankie's out of energy. You see that ugly green thing, that's you that is. That's your favourite sprite of all time...



Come and ge-e-e-it! A rabid dog rushes animal lover Frankie, who proffers a leg in true RSPCA style.

like that) and the infamous unreliability of the Transylvanian Postal service. This disastrous combination leads to Bitsy getting scattered across the globe, and Frankie's re-animated heart won't return to normal until he's recovered every last hair on her formaldehyde-treated head.

Beginning in the hallowed vaults of Castle Von Frankenbone, Frankie must explore sixteen different locations and collect the four bits of Bitsy in each. Equipped with only his (half) wits and (ham) fists, Frankie must also use his built-in electric battery to clear his path of its many foes. 'Normal' attacks at his disposal are the left and right directional overhead kicks, which can also be spinning roundhouse kicks if you do the opposite one to the way you're facing. Super-charged moves include the overhead kick (an upside-down kick leaving a trail of white energy — flashy) and four sonic wave punches (definite recurring Guile theme here) to begin with, indicated by an on-screen 'punch bar'. There is also the smart bomb, which is an unstoppable ball of energy similar to a Hadoken.

Apart from the visible locations on the



He flies through the air, with the greatest of ease. Over big springy drums and... er, his girlfriend's not pleased.

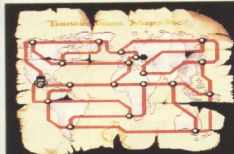
s of nken



Wicked Workman: 'I'm gonna drill you, sucker!' Frankie: 'Go on then, hit me in the stomach!'



By some great cosmic coincidence, Frankie's arm hides his face from the enemy's dying flash.



This isn't a map of the Transylvanian underground, it's the completed map screen, all locations present.



Frankie's bowled over by the appearance of a living skeleton and subsequent smack to the chops. Calci-yummy!

'Stick to the Game Boy Frankie!'



Dr Franken is finally ready for SNES release, but being one of the few people who thought his Game Boy outings were less than impressive, this is hardly cause to rejoice.

The first nail in his coffin is noticeable the moment you start playing — it's the graphics! The main sprite looks as if he's had an unfortunate accident with a bicycle pump, his head is about three times as big as his body! It looks as if the programmers have tried to create a cartoon atmosphere, but unfortunately it doesn't work. Backgrounds are quite varied but they all have a ragged, unpolished air. It's as if they've been knocked together on a C64! Animation is poor throughout and the characters jerk around the screen in a completely unconvincing manner. The second nail is the sound, way below today's standards. The music is very samey and sounds as if it's been sampled from a Game Boy. Spot effects are equally bad — the screams when enemies bite the dust is particularly poor.

The final — and biggest — nail is the playability. Frankie is really unresponsive, particularly when jumping. His kicks are also infuriating, and it makes timing crucial to the point of frustration. Because the game is really tough it'll have you pulling your hair out before too long.

The one thing *Dr Franken* has going for it is the difficulty, it's really tough with loads of levels and plenty to see. You'll be playing for ages — you'll probably be bald but you'll still have something to play! Unfortunately, this can't save Frankie from the graveyard of failed SNES games. Unless you loved the Game Boy versions I'd steer well clear of this ultimately outdated cart.

67%

GREENFIGHTER TOMB

Credit where it's due, *Dr Franken* is the first platformer that qualifies as an SNES clone.



On your marks... No, it's that impressive duck manoeuvre.

Despite the flash kick, it's not Guile.



Watch out Ryu Frankie's got a fireball of his own.



The sonic wave punch in all its terrifying glory.



You put your left foot in... the kick to the right.



...and the radically different kick to the left.



'Hadoken!' The green mould warrior faces off against a sumo wrestler, bitter after a passing Witch Doctor shrank his head.



Bin there, done that. Mutant trash cans patrol the docks, sinking teeth into Frankie's butt. What a load of rubbish!

► parchment map, Frankie can visit one of four bonus levels. These are recognised by their lack of enemies and abundance of extra lives, energy and points bonuses available, with an even more severe time limit than the normal levels.

Wish you were here...

Locations range from jolly old England where angry punks and menacing bag ladies roam the foggy streets, to an ancient Aztec temple where the only light comes from Frankie's natural electric glow. The haunted forest and zombie graveyard are joined by the terrifying Japanese bonsai garden boasting sinister sumos. Vertically scrolling dock levels with cranes and forklifts also feature, along with the booby-trapped pyramids of ancient Egypt. Each area has an object to collect (often in several pieces) and use correctly before enough pieces of Bitsy are found to exit.

Icons are everywhere, either hidden or left behind by vanquished enemies. The battery helps recharge Frankie's energy and comes in two sizes, three unit and one unit, depending on how spectacular a move the creature was dispatched (smart bombs leave no batteries). Thirty-second shields are included on some levels, plus smart bomb canisters giving one extra thunderbolt, super-jump icons which run out when a level is completed, points icons and the Frankie-doll extra life.

Once all pieces of the beloved Bitsy are safely back in Frankie's possession, he must return to Castle Von Frankenbone for the grand reassembling. No-one promised an easy ride for the reanimated Rambo...



'Sonic Boom!' yells the mould warrior, hurling a sonic wave punch at that dragon from the antiseptic mouthwash advert.



Anarchy in the UK? Eat some of this, out-dated fashion victim. Frankie gives this Punk some stick.



Insulting people wearing kilos of studs and a fatal record collection isn't wise, as our 'hero' discovers.

'Frankenly, I'm not impressed'



I ask you — a man-made man stupid enough to dismember his girlfriend in order for her to go on holiday? Is this the kind of role model we want for today's youth? A spate of copycat crimes could pop up, who knows... and what's more, he entrusted his nearest and dearest to the postal service — how dim is he?

Frankie plays, rather unfortunately, like a half-cooked turkey. The offensive moves are clumsy, enemies require precision to kill and the moves available simply don't offer such tight aim. The graphics are very definitely average, offering nothing more than an NES could give. Sound is... well, it sounds as though it's being played on a Stylophone (anybody remember those?), and the sound effects come through like a bear with a head cold.

Frankie is, if you can master the infinitely frustrating controls, a tough nut to crack. Levels vary from pretty easy to damn near impossible, and there are plenty of them. It all boils down to playability, and Frankie appears to have severe influenza in this department — take my advice, buy Mr Nutz instead.

63%

SKELETAL STUFF

The world is cluttered with creepy collectables. Take a look at this lot...



Extra Life: grab this for an extra life... or death, or something.



Car Battery: appear when you kick enemies giving three points.



Energize: the power-up, for full energy. Can I have a 'P' please, Bob?



Passport: a piece of Frankie's passport, for getting out of the Castle.



Small batteries: zombie boosters that recharge one unit of energy.



Bitsy part: if you see one of these under the stairs, start worrying!



Toxic barrel: a useful platform when moved to the correct spot.



Exit: this floating sign shows the way out. At last, let me out!

Final analysis



Incredibly irritating to play, I can't see anyone wanting to bother finishing this. It's appalling!



Blimey! What an absolute stinker of a game! Ridiculously average, bog-standard platformer.



This game plays as bad as it looks. I'd advise you to steer well clear of this outdated cart.

Final day score

Simon

Eleven areas done

506202

SUPER LEAGUE



Franken just couldn't compete with the top titles in our Platform league. Poor old Bitsy!

Sound

55

Limf, lifeless tunes and poor spot effects create a idrab and dreary atmosphere.

Graphics

70

A poor main sprite and samey backgrounds don't offer any incentive to play on.

Playability

65

Clumsy controls and ineffectual attack moves mean you'll be frustrated and bored very quickly.

Lastability

67

Plenty of locations, but the frustration factor means you probably won't see them through sheer boredom.

Force factor

Bog-standard platformer, borrowing from many styles but excelling in none. A real disappointment.

65

Gold Star Giveaway!

Competition



Do we really need to hype this competition? I mean, who *doesn't* want a top-of-the-range Gold Star video recorder to go... well, anywhere about the house you like. SNES FORCE and the friendly folks at Storm give you the chance to... aerobically with your favourite star in the living room, merge with your *sax* while playing *Lawnmower Man* with the film in the background, never miss *Movies Games & Videos* again (endless Stee-eve Priestley!), do culinary karaoke along with Delia Smith in your kitchen, or any sort of karaoke you wish with any sort of video you wish in the privacy of your bedroom! Yup, it's a splendiferous prize, all right, it's got... um, a remote control, lots of buttons to play with, nice graphite effect casing and flashing LED Plus — totally free and at no extra cost we throw in state-of-the-art rewind, fast forward and pause facilities! Hot from Japan!

Nine lucky runners-up receive copies of *th* rather spiffy game — worth 100 times the price of a stamp! To win this miracle of modern technology and a copy of the *Lawnmower Man* game, just complete the coupon below and send it to us before Feb 14th at: Causing a Storm Compol, SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. ■

* Actual prize may vary from one shown above.

To stand a chance of winning this fabulous video recorder perfect for watching *Lawnmower Man* over and over again, simply answer the following questions...

- 1) The original *Lawnmower Man* novel was written by who?
a) Will Evans.
b) Steven King.
c) Michael Crichton.
- 2) The smash hit top pop tune from Buggles was called *Video killed... what*?
a) ...*The Cinema*.
b) ...*My Mother*.
c) ...*The Radio Star*.
- 3) The villain from *Lawnmower Man* is called?
a) Cyberjoke.
b) Cyberallegro.
c) Cybertooth.
- 4) A stellar object radiating heat and light, and with planets orbiting it is most likely to be which of the following?
a) A star.
b) A Red Dwarf.
c) A sci-fi comedy that wasn't funny.

Name

Age

Address

Postcode

Tel. no.

Don't forget that the editor wields a mean trim'n'edge, so his decision is final. If you don't want to receive mail from other companies or clippings from Charlie's lawn, tick the box ☐

Special Delivery

Welcome back. We've had so many letters we just had to find another page to fit them on! Cash, babes, prizes and a new Q&A section, they're all here...

Photo story

First off, I congratulate you on producing an excellent mag, with nothing short. On the subject of photos, do you think you could stick to the following photos from the issues for each of the staff? Chris H — Issue Six, Simon — Issue Seven, Charlie — Issue Seven, Chris R — Issue Five, Bruford — Issue Five or Six (please not the Issue Seven! It's terrible!) and Will — Issue Five?

(This is purely a suggestion of good will and is entirely up to you.)

I've played *Super Flii* and it's just the best thing ever made (since your mag) and it'll be a laugh to see how the manky Mega Drive copies with it compared to the snes!

Anyway, all the best and have a Merry Christmas!

■ Alan Pang, Erdington, Birmingham.

PS Please, please print this letter as you haven't with any of my others.

Cheers for your observations, Alan. I can't wait to see how the Mega Drive copies — or doesn't — either. Should be fun... As for the photos, I happen to think I cut quite a dashing figure, especially in Issue Seven. Any female readers (preferably between 17 and 27. Send a photo) disagreeing with Alan, just drop me a line...

Jon

Boy racers

First, I'd like to say this is a great magazine with every aspect of gaming covered. Please could you answer the following questions for me:

1. How come all the snes magazines give *Super Flii Turbo* such a high rating? I borrowed the game from a mate to see what the hype was about and was quite disappointed. It may have added slightly more playability to *Super Flii*, but the lastability in my opinion is very low. Both *Super Flii* and *Super Flii Turbo* are

Letter of the month

I'm new to the Super Nintendo scene, and I find *SNES FORCE* is the best snes mag around!

Your reviews are superb and I trust them completely. I think it's great that you have three or four reviewers giving their opinions on the game which helps us readers immensely!

I think the *Super League* is the best idea any snes mag has ever had. It gives me an in-depth but short idea of what the best games are, but is there any chance of the price (on average) that I should pay? I

know I might sound boring but you ask for your reader's opinions, and I thought *Spedal Delivery* could be just for letters and another section could be for questions.

What about it eh? It does get a bit repetitive reading questions that you have answered in past editions! After searching around different magazines, and finally deciding on *SNES FORCE*, I noticed other snes mags make silly captions for screenshots which is a totally crap idea! If a game is new, us readers don't have a clue what the hell is going on! Thanks for not doing this childish thing in your fantastic mag! The price is also great as I have seen other mags going up to £2.50. I know you have had this question already, but any chance of a poster in your already excellent mag? After your excellent, fantastic, brilliant review of *Super Empire Strikes Back* I've decided it'll definitely be the next game I buy! I think that wraps it up. I'm now waiting in anticipation of the next issue of *SNES FORCE*, which I know will be EXCELLENT!

Yours admirably

■ David Rowland, Leamington Spa.

Thanks for your suggestions David. We agree the Question and Answer section is a great idea and, as you can see, we're using it from this issue onward. That's all down to you, so well done! As for the poster well, you'll already have seen the massive double-sided *Mortal Kombat* calendar. Again, put yourself on the back for that one.

If you've got any more suggestions don't hesitate to write in. I know it sounds goopy but *SNES FORCE* really is your magazine so unless you write in we can't help.

Peace for '94

that's exactly how they were in the arcades!

4. Sega have problems making anything half decent and it would seem adverts are no different.

Your mag's the best on the market and I look forward to the day it's published. I'd like to ask you some questions:

1. Is *Empire Strikes Back* the same price imported as it is on UK release?
2. How much is it on import and how much on UK release?
3. Which of these three is the best beat-'em-up — *Clay Fighter*, *Ranma 1/2* or *Ranma 1/2 Part 2*?
4. In the list near the front of the mag of games' release dates, could you price them as well?
5. I (stupidly) got the Christmas

issue of Super Action and it previewed *NBA Jam*. I was thinking of getting until I got your mag. In your mag you mention *NBA Showdown* — is it the same? If not, which is best?

6. Is *FIFA Soccer* by EA Sports coming out on the snes?

■ J Green, London

PS Which of the above-mentioned games should I buy?

1+2. Yes, surprisingly they are! The import cart costs around £60 and the official version will cost £59.99 when it's released in the UK this February.

3. *Clayfighter* is definitely the best of the bunch, closely followed by *Ranma 1/2*.

4. Most games don't get a firm price until a few weeks before release so most of the time the price stated would be misleading.

Ask the Pros...

Well, you asked for it and here it is — your very own question and answer section where we'll give you our expert opinion on absolutely any subject. Send your questions to *Ask the Pros* at the usual address.

I'd be really grateful if you could answer my humble questions:

1. Is it true that the T-Rex in *Jurassic Park* can't be killed?
2. Is there a converter that can play all of the US and Jap games out at the moment?
3. In my opinion, some of the endings in *Turbo* have been degraded from *Super Flii*, ie Dhalsim's, Ryu's and Chun Li's. What do you think?
4. Why are Sega Mega CD (spit,vomit) adverts so appallingly crap?

■ Alan Pang, Erdington, Birmingham.

1. Sadly yes, so don't bother wasting your time — run!
2. The *Datal Pro Universal Adapter* is very good and should work on virtually everything out at the moment. For more info call Datal direct on 0782 744707.
3. They're slightly different but

Letters 63 ▶

What a gorgeous babe!

So who was that bouncing babe? Well, it seems that virtually all of you thought the bonny lad was a wee Will (but he had no make up on!)—Ed) although Big Ed Christo came in a close second. In fact you were nearly all wrong. We can now reveal the cheeky cherub was in fact our very own joystick legend, the man whose idea of a romantic night in is a roaring fire, bottle of Malibu and *The Secret of Mana*. The only person who's sad enough to want to marry an arcade cabinet and would gladly sacrifice both his legs (he needs his hands for *Star Street Fighter II*) for half and hour in an RS Turbo.



Yep, you guessed it 'MJ' himself — Simon Hill.

This month we're making it even easier for you to win a great mystery prize. Simply take a look at this pic and identify the SNES FORCE party animal baying for blood at the annual 'sacrifice the virgin over the pine chairs' evening. In this ritual gathering we see our troubled team member asking forgiveness from the Great One (out of shot) before offering the two innocent victims (left) as a symbol of his devotion to the dark side. It's obvious he's already feeling the power of the Mighty One — just take a look at those eyes and tell us he's not possessed! Legend has it the man in question is the spawn of a

Transylvanian overlord and Shrewsbury undertaker and we can categorically assure you he's never been seen out after sunrise.

If you know which name the dark form of this possessed spirit currently writes under and dare risk his wrath by uncovering his identity, send the answer to What A Babe! SNES FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW. First one out of the coffin gets a mystery prize.

because there are two levels in the ghost ship in Bowser's world. I know you're going to say '97 levels! This is guy nuts!' but could you please check this out?

Here's a tip for *Super Mario All Stars*. On Mario 3 in World Two when you get the hammer off the Hammer Bros., go to the top right of the screen and use the hammer to get to a third warp.

One last tip for *Mario World* — on special zone, to get through Awesome stage get a blue Yoshi (from Star Road 2) and just before the arches start eat a mushroom and fly the rest of the way.

■ Andrew Burchill

Thanks for your comments Andrew. Although we ran the vote for an art section in Issue Three, the response was so huge it took us until Issue Seven to finally implement the results. As we said then, if the majority of readers want an art or Q+A section, they've got it!

CHRIS H

Star fan

I am a great fan of the *Star Wars* films, as you can imagine I was ecstatic when the *Star Wars* game was released. One of my friends is a subscriber to *Sega Power* magazine

(dead head, eh?) and he bought to my attention a new *Star Wars* title for the Mega CD by Lucasfilm. I realise that it's a CD game and I have only witnessed three shots of *Rebel Assault*, yet my first impression was it is the best *Star Wars* title compiled.

The game solely concentrates on the X-Wing Death Star attack, the same concept as the arcade game by Atari. Would it be possible for the game to be converted for SNES, as it would be overwhelmingly popular? Could you please pass on to me Lucasfilms' address as I am very interested in their *Star Wars* work developments?

■ Mark Hadley, Burton on Trent, Staffordshire

It's certainly possible to write a conversion of *Rebel Assault* for the SNES although because of the enormous amount of data it's possible to fit on a co-rom compared to a cart, there would be an obvious quality difference.

Basically, the main advantages of co-rom-based consoles are increased storage space plus

enhanced digital stereo sound (again because of the amount of storage space available) at lower manufacturing costs (it costs little over \$1 (40p) to make your own CDs, once you've shelled out approx £6,000 for the processing plant). Essentially, this gives you incredible amount of levels and room for memory-hungry animation and digitisation at theoretically a lower price.

The SNES probably wouldn't be able to handle a straight conversion without a massive cart and an equally huge price tag. Super Empire costs £59.99 for a 16-meg cart, a bigger cart would push the price up even further.

I'm afraid the exact location of LucasArts (rumours have it they use a fake company as a cover) is a closely-guarded secret, although if you contact JVC — the company that licenced *Star Wars* and *Empire* — on 0295 263990 they may be able to help. Good luck!

Chris

Envelope of the Month

For the second month running, Emlyn Morris of Yorkshire sweeps this prestigious award, plus the cash, for this brilliant piece of envelope art. Surely there's somebody out there who can do better! And with almost 100% return on your investment of a stamp there's never been an easier way to make money. So come on — get those pens and paints out and show the world how talented SNES FORCE readers really are.



▶ 1. Aaaaargggghhhhh, that question! And the answer's still the same!

2. Sensible Soccer is by far the best soccer game available and scored a whopping great 94% in this very mag last issue.

3. At the moment, the best basketball game by a long way is *Super NBA* from Tecmo. However, *NBA Showdown* from EA looks promising — that is, if they decide to release it in this country.

1. Is there going to be a *Zelda IV* for the SNES as *Zelda III* is so brilliant? If so, when will it be out?

2. Is there going to be a *Mortal Kombat 2* coming out in the arcades because my friend said he saw it on Games World?

3. Is the Atari Jaguar going to be

any good?

4. How much will the games be? 5. Are there any good titles coming out for the Jaguar and is *Cybermorph* any good?

6. How can the Jaguar 64-bit only cost £200 when the 32-bit 3DO is about £4-500? Is it better than the 3DO, even though the 3DO's CD-based and the Jaguar's cartridge based?

7. Which is better? The 3DO or the Amiga CD32 and is the Amiga CD32 better than the Jaguar?

8. Out of the three, which has the better capabilities?

9. Does the Jaguar have any special chips like the RISC?

Sorry there's so many questions on that, not many are SNES questions but I value your opinion and don't want to buy the Jaguar

without reading your replies.

Yours faithfully

■ Alan Watkins, London

1. We expect there will be another *Zelda* game for the SNES, but at the present time Nintendo have no plans to release a sequel.

2. There is to be a *Mortal Kombat 2* and it should be out in the bigger arcades around the country by the time you read this. Turn back to the news for more info!

3. It certainly has the potential to be a big success. It's simply a matter of how good the software is and whether there's enough support from third party developers to make it succeed.

4. There are no firm prices set for software at the moment because the machine's still testing the

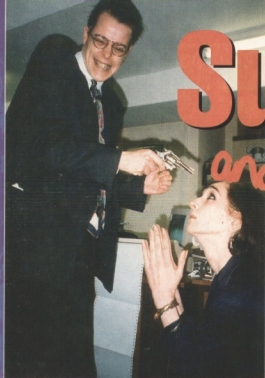
ground of the available market.

5. There are a few graphically impressive games in the pipeline, but quite what they play like is another matter. As for *Cybermorph*, it looks stunning but there are one or two doubts over playability and we all know, looks aren't everything.

6. The 3DO is cheaper than 3DO because it's a console designed specifically for games, while the 3DO is a multi-media centre. Technically, they're both very impressive but it's more a case of horses for courses!

7-8. Technically and capability-wise, the 3DO and the Jaguar are both better than the Amiga CD32 but it ain't the specs that make the machine, it's the games!

9. Yes, it has a RISC and DSP chip!



Subscribe and ~~or~~ Will gets it!

Yes, that's it. We've thought long and hard on the matter, and come to some conclusions. Here are the facts:

- 1) We need a decent gimmick for our subscriptions page this issue.
- 2) Will gets the most hate mail.
- 3) Therefore, weighing up the value of your average two-a-penny staff writer, against the possible income generated from his demise, he's just not cost effective. The accountant of doom waits expectantly in the wings, cleaver in hand.

So, here's the deal. You hand over the paltry sum of £19.99, and we hand back 13 issues of SNES FORCE a year, utterly turgid with the most informative news and biggest, weightiest, most spot on reviews of the latest, crucial games complete with tons of top quality screenshots. Not to mention the most comprehensive tips, cheats and player's guides, followed by a skip-load of Action Replay and Game Genie codes, along with frighteningly in-depth features on everything under the SNES. And if we get sufficient cheques and postal orders to outweigh his salary (ie at least two!), then the accountant of doom will see to it that it's all guaranteed 100% Will-Free! Not one more peep from the embarrassingly girly ponce, SNES FORCE without crap eyeliner, we're starting to like the sound of this...

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The Complete solution

Welcome back. Hope you're sticking to your New Year's resolutions — we are! Here's our first, a complete guide to the best-selling *Aladdin* plus a feast of tips and cheats. Check out the index below.

Index...

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Aladdin

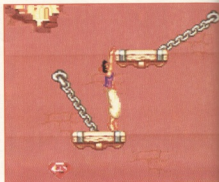
Complete Solution

Level 1: The Market Place

Nice and easy, so it's a good stage to practise jumping skills for later on. The palace guards are easy to deal with as they have very predictable attack patterns and are too big to avoid you. The best tactic is the head vault, but using the pipes to swing and kick them in the head is also useful. Knock over all the green vases, as they usually contain energy-restoring chicken or bread. Most of the red gems are out of sight right at the top of the screen and require flashy jumping to find them all, but they affect the ending. About halfway through the level is a group of platforms getting progressively smaller the higher they go. Don't just walk past them, there's a valuable extra life at the top. Beware the barrel-throwing guards, if they miss they run toward you so prepare to jump on their head. The



it's worth it because they affect the ending. About halfway through the level is a group of platforms getting progressively smaller the higher they go. Don't just walk past them, there's a valuable extra life at the top. Beware the barrel-throwing guards, if they miss they run toward you so prepare to jump on their head. The



archers are tricky as their arrows home in on your position — kill them right away. When you're above the city, time your jumps to perfection as failure to do so means losing a life. Collecting the rag means you have a few more seconds to plan your landing point.

Boss:

Easy when you know how! Wait behind the barrel left of the screen until he goes nuts with his sword. When he stops, he takes one swipe at you. Quickly jump on his head — timing is important as touching his sword means losing a heart — and jump back behind the barrel. Repeat the process four times for his satisfying demise.



SMALL TIPS

Super Scope 6

For the Blasius A game:
Add 1 bullet at a time
D7C60504
3 bullets at a time
D7C60504
5 bullets D9C60504
7 bullets D5C60504
9 bullets D8C60504
Infinite bullets
C9C2D16F
Clear 1 line to advance to next level D7C9056F
Clear 2 lines to advance to next level D4C9056F
Clear 3 lines to advance to next level D7C9056F
Clear 4 lines to advance to next level D0C9056F
Below codes are for Blasius B, type B.
Select low mode to start on.
Level 5 D968D100
Level 15 DE68D100
Level 25 F668D100
Level 30 F368D100
Level 35 4768D100
Level 40 4668D100
The lonely code below is for Mole Patrol, Stage Mode.
Clear stage after 1 Mollan is hit BAA601DD
Take no damage (game type A) B2C264A1
Take no damage (game type B) 3C00070B
Take no damage (game type C) C20507DE

Cool Spot (Action Replay)

Always have 101 cool points (turn Action Replay off at end of each level) 7E00D265
Infinite lives 7E00D403
Unlimited energy 7E00D00F
Unlimited time 7E00CEFF
Level select. Replace XX with 00-10 (includes bonus levels) 7E00AAXX

Level 2: Caves of Wonderment

Jumping skills are required in the sometimes-tricky caves. The stalactites — the ones that go down! —



can only be swung on once, falling to the cave floor when spent, but they're not completely useless. They can now be used to vault on, meaning you can still bridge some gaps. The bats are no problem if you get to know their speed and attack pattern. When on the logs, be very careful because one mistake and you're in the water minus a life. When you



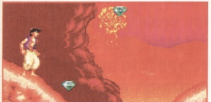
reach a waterfall, jump off the log and collect a few pickups, bearing in mind getting back onto the logs is tough. In the main part of the caves, there's a knight skeleton — he's invincible so jump over him and run! On the final

section are a load of falling boulders. Avoid them, anticipating their bounces.



Level 3: Escape from the caves

The first section is set above a lava stream. The small, shaking platforms cause problems with timing



jumps, because after they stop shaking they rise up on a lava jet — jumping on them is difficult. Counter this by jumping onto them early so they rise with you



on them. Fireballs flare up from the lava, touching them has a two-fold effect. First you lose an energy heart, and second the hit knocks you backward, usually into burning lava. Anticipate their movements as best you can. The final area is on a flying carpet. Hitting either the top or the

bottom of the tunnel results in losing a life, as does contact with the pursuing wave of lava. Stay quite close to the front of the screen but not too close, so you're to judge where the cave goes next. After a bit of practice, this section's plain sailing.



Level 4: Genie's lamp

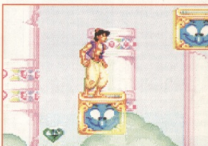
This level has no 'floor', so falling from a platform means instant death. Successful completion of this



level means mastering the jumping and vaulting techniques. The first obstacles are the vertically-moving platforms with the genie face on them. Judging jumps is crucial and takes a little practice — a good rule is never jump on to a platform above the

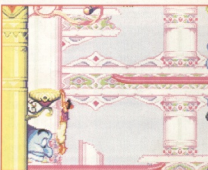


one you're on. The hardest part of the level occurs when reaching a seemingly impassable gap. The genie appears and makes either a cloud, a playing card (which can be vaulted on) or a swinging pole. Jumping from these is easier than it sounds — don't jump from the platform you're on until you know what the next ledge is and moderate your jump accordingly. Before long, you encounter whirlwind-like characters — avoid like the plague, they try and knock you off the platforms and can't be killed. Either vault on top of the rising balloons or grab onto the handle underneath and use as a swinging post — the swinging technique is definitely recommended! The



square blocks with the genie's face on fall away as soon as you step on them, so don't hang around — jump off the platform too early and you'll miss the next one.

The final area is a vertically-scrolling section. Jump from the tongues moving back and forth without falling to your death. Don't rush — this usually ends in you falling down to the bottom of the level. Use apples to kill any troublesome enemies.



Plak

Removes country protection on US version for use on a UK machine. Q00BD4FO & 00803000 Infinite lives 7E076805 Unlimited energy 7E0806AO Level select. Replace XX with 00-28 7E0848XX

Rock & Roll Racing

Allows you to play the US version on a UK machine. 00803300 & 00804433 Infinite lives 7E076805 Replace X with number of laps you wish to race 7E0E110X

Unlimited plasma rifle 7E0E9905

Unlimited bear claw mme 7E0E9905

Unlimited jump jets 7E0EAD05

Zombies Ate My Neighbours

Player one has infinite. Spurt gun 7E1CC099 Fire extinguisher 7E1CC099 Morden bubble gum 7E1CC099 Weed-eater 7E1CC099 Soda pop cans 7E1CC099 Ancient artefact 7E1CC099

Tonatives 7E1CC099

Ice pops 7E1CC099

Skates 7E1CC099

Silverware 7E1CC099

Pooball 7E1CC099

Flame thrower (new) 7E1CC099

Keys 7E1CC099

Spiced shoes 7E1CC099

Morden 7E1CC099

Ghost kid 7E1CC099

Random poison 7E1CC099

First aid kit 7E1CC099

Purple's box 7E1CC099

Skeleton keys 7E1CC099

Decays 7E1CC099

Energy 7E1CC099

Player two has infinite.

Spurt gun 7E1CC099

Fire extinguisher

Level 5: Pyramid

Probably the most difficult level, the main reason being there are streams of sand falling from the pyramid which push you off the end of a platform, so



be careful. The main enemy is the sand bats forming from sand wells located around the stage — kill them with either a well-timed vault or an apple. The archers here are more accurate, so it's difficult to avoid their arrows. Kill them as soon as possible. There are loads of secret items around, so take time to look for them — a rug is found to the right and up from the start position. The sand pushes Aladdin back, making jumping on small platforms very difficult, so be careful — taking your time is the key. The second-last section features rotating platforms, making jumping from one to the



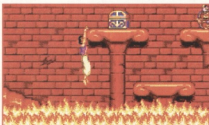
next very difficult, and falling loses a precious life because there's no floor. This requires loads of practice and a bit of luck with the platform movement,



so keep trying and timing is all important. The last area features loads of chains moving up and down with swinging posts attached to them. Don't hit the spikes at the bottom, they rob you of a heart — take one jump at a time and don't rush through the level.

Level 6: Sultan's palace

The final instalment of Aladdin's adventure is set in the evil Sultan's palace, and is surprisingly easy. Most of the baddies from earlier in the game are here. Prepare for the guards that run at you, the vault is still the best way to dispose of them. The flying pots from the Pyramid make a reappearance, but this time they home-in on you, so kill them right away with an apple. Parrots fly across the top of the level, dropping deadly skulls. Both inflict damage, so either kill the parrot before he drops a skull or wait for him to drop it and kill the skull. The next section's full of



rising fire so don't fall in — there's only one chance to get out! You can alter the moving platforms' course by pulling the levers. Experiment to get the platform where you want it.

The first meeting with the Sultan is fairly easy, as he only has three forms of attack. The first is lightning, he fires three shots and the best way to avoid them is to crouch in a corner. His second attack is to launch four flying pots at you and swoop past, avoid him as he flies toward you and kill the pots with well-timed apples. Use his final attack to nail him. He throws a cane down that shoots deadly lightning horizontally across the screen. Jump onto the cane and vault up, if timed well the Sultan is swooping down and you hit him on the head. Repeat this process until he bites the dust (for now, that is!).



Final battle

The final battle is tougher than the last encounter, but still not that tricky. He turns into a giant snake, and the ground you stand on is his body, with fire underneath. Stay to the left of the screen, it's the



safest place. When his body drops into the lava, jump. If timed right, you land as his body reappears, saving you from being hit. This tactic is crucial to victory so get it right quickly. He also

fires eggs, destroy them with apples. You can jump on them, but the bounce is uneven and can cause problems. Before long he grows impatient and lunges headfirst — this is his moment of weakness. Quickly jump on his head, repeating this until he dies. Don't rush in — wait for him to come to you, as there's no time limit.



Victorious at last! Now the crazed Sultan is defeated, you and Abu can rest in peace — until next month, and another complete solution...

7E1CE599
Marian bubble gum
7E1CF099
Weed-saler 7E1CF299
Soda pop cans
7E1CF699
Ancient artefact
7E1CF499
Tomatoes 7E1CFA99
Ice pops 7E1CFC99
Plates 7E1D0099
Silverware 7E1D0299
Football 7E1D0499
Flame thrower
7E1D0699
Keys 7E1D0C99
Speed shoes 7E1D2E99
Monster potion
7E1D3099
Ghost hit potion
7E1D3299
Random potion
7E1D3499
First aid kit 7E1D3A99
Pandora's box
7E1D3C99
Skeletron keys 7E1D3E99
Decoys 7E1D4099
Energy 7E1CBA00

Run Saber
Infinite lives 7E1F2303

Spiderman And The X Men
Infinite energy
7E10F880

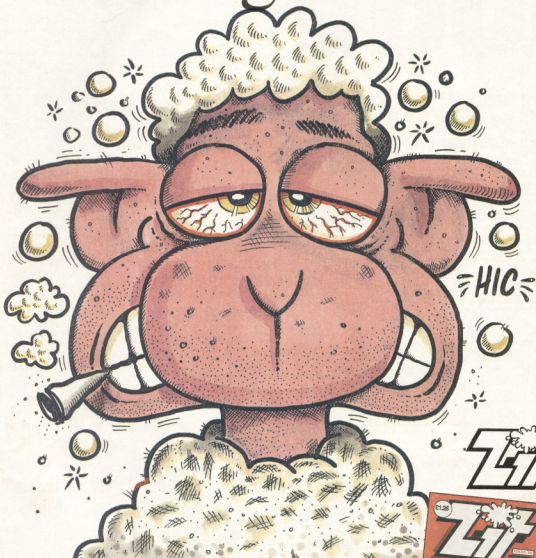
Infinite lives 7E10003
Gives Gambi infinite
lives 7E118EB8
Gives Gambi infinite
cards 7E11A0334
Gives Wolverine infinite
energy 7E0B297F
Gives Spiderman,
Cyclops and Wolverine
unlimited energy bar
7E10F880

Lives for all four og enter
7E010070 for 99 lives
7E0100XX

Gives Storm infinite
bubbles 7E0B297F
Gives Gambi infinite
Jokers 7E11A202
Gives Gambi infinite
energy bar 7E119E68
Gives Storm infinite
whirlwinds on the last
level 7E11A202 ■

“To get this p*****d
takes ages”

Lambrusco, sheep.



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Guide 71

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 QGQJST, KXKQ9R, TLJAF, ZKS
 Bailing: H84D, 7XQ9DQ, 7XQ9DQ, 7XQ9DQ,
 CT3739, QGQJST, KXKQ9R, DUSQPY, ZKS
 New York: HAD: MFO51M, 6ZQ9H9, SBF284,
 8CJTEU, VYFXQ9, HFTLWQ, PCQ9WQ, 3JO
 Don't: C14Y: 8K40S, CFPQST, KXQ9R,
 FTLV9Q, 20Y9B1, 40ESCP, DUSQPY, MEC
 If you've got a soft spot for one of the least-talented
 players, boost their skill level by entering this cheat: on
 the player-select screen press [L] five times, [X] once,
 [R] once, and [A] on controller two.
 The first code below is for round eight. The second gets
 you into the legendary challenge match.

1. 30V9H9 17LV1TX

2. KXQ9R 17LV1TX

3. 30V9H9 17LV1TX

4. KXQ9R 17LV1TX

5. 30V9H9 17LV1TX

6. KXQ9R 17LV1TX

7. 30V9H9 17LV1TX

8. KXQ9R 17LV1TX

9. 30V9H9 17LV1TX

10. KXQ9R 17LV1TX

11. 30V9H9 17LV1TX

12. KXQ9R 17LV1TX

13. 30V9H9 17LV1TX

14. KXQ9R 17LV1TX

15. 30V9H9 17LV1TX

16. KXQ9R 17LV1TX

17. 30V9H9 17LV1TX

18. KXQ9R 17LV1TX

19. 30V9H9 17LV1TX

20. KXQ9R 17LV1TX

21. 30V9H9 17LV1TX

22. KXQ9R 17LV1TX

23. 30V9H9 17LV1TX

24. KXQ9R 17LV1TX

25. 30V9H9 17LV1TX

26. KXQ9R 17LV1TX

27. 30V9H9 17LV1TX

28. KXQ9R 17LV1TX

29. 30V9H9 17LV1TX

30. KXQ9R 17LV1TX

31. 30V9H9 17LV1TX

32. KXQ9R 17LV1TX

33. 30V9H9 17LV1TX

34. KXQ9R 17LV1TX

35. 30V9H9 17LV1TX

36. KXQ9R 17LV1TX

37. 30V9H9 17LV1TX

38. KXQ9R 17LV1TX

39. 30V9H9 17LV1TX

40. KXQ9R 17LV1TX

41. 30V9H9 17LV1TX

42. KXQ9R 17LV1TX

43. 30V9H9 17LV1TX

44. KXQ9R 17LV1TX

45. 30V9H9 17LV1TX

46. KXQ9R 17LV1TX

47. 30V9H9 17LV1TX

48. KXQ9R 17LV1TX

49. 30V9H9 17LV1TX

50. KXQ9R 17LV1TX

51. 30V9H9 17LV1TX

52. KXQ9R 17LV1TX

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99. 30V9H9 17LV1TX

100. KXQ9R 17LV1TX

1: STRT, 2: GMBT, 3: TPT, 4: GRND
 Phestoria
 LLMG, 2: FLOT, 3: TRSS, 4: PHRS, 5: CVRN, 6:
 BLS, 7: VLON
 TTKS
 1: CCRS, 2: PHRD, 3: CRD, 4: SPKS, 5: AMN, 6:
 OGS
 The Great Factory
 1: JULY, 2: PLUG, 3: STRY, 4: ANOL, 5: CBLT, 6:
 HOPP, 7: SMG, 8: VSTR
 Wacky World
 1: JULY, 2: WAXY, 3: CMRO, 4: BLL, 5: THOR, 6:
 FNCL, 7: FNTN, 8: WRLA
 Space Ship
 1: TRPO, 2: TFFY, 3: FGT, 4: APN, 5: MSTR
 1: TRPO, 2: TFFY, 3: FGT, 4: APN, 5: MSTR

THE TERMINATOR

7E031F08: Infinite energy.

7E031C00: Infinite lives.

THUNDER SPIRITS

To access a souped-up options screen, make sure both
 players are plugged in then press [SELECT] and [START]
 on the title screen to highlight the original options menu.
 Cook the game for the new options.

7E1A0003: Infinite lives.

TINY TOWNS

Easy level

1. Looonvity: BABS-GOGO-MAX

2. Wld Wnt: PLUG-BOOK-ELMY

3. Ghoat Houe: MAX-CALA-SHR

4. American Football:

ELMY-ROAD-SWEE

5. Space: SWEE-PLUG-BOOK

Hard level

1. Looonvity: PLUG-BABS-BOOK

2. Wld Wnt: ROAD-MAX-ELMY

3. Ghoat Houe: GOG-SHR-SWEE

4. American Football:

BOOK-PLUG-BABS

5. Sky: GOGO-CALA-ROAD

6. Space: MAX-BABS-SWEE

Menu for each of the bonus games

ELMY-SHR-CALA

7E000000: Unlimited life (energy)

7E000000: Super dash. The dash option is always

available.

7E000000: Unlimited lives proper

7E000000: Level select — no more messing about with

the password! Just deduct one from the level that you

want.

7E000000: Varies the speed of the ball in Furbal's

squash

7E1A0000: Alters time in squash — keep switch active

for infinite time

7E1A0000: Infinite time for Hargton Pig (variable)

7E1A0000: Infinite time for Babs (variable)

7E000000: Moonwalk! Let's ride! alters around

changing last two digits to make him invisible when

Move! If he's hit, deactivate and reactivate the switch.

7E000000: Choose number of continues

7E000000: Give maximum of ten pieces of heart

7E000000: Give maximum of ten pieces of heart

7E000000: Give maximum of ten pieces of heart

7E000000: Give maximum of ten pieces of heart

7E000000: Give maximum of ten pieces of heart

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7E000000: Give maximum of ten pieces of heart

7E0A0300: Fast moves for player 2 when used with
 code below
 7E0A0300: Fast moves for player 1 when used with
 code below
 7E0B0210: Fast moves for player 1 when used with
 above code

ULTRAMAN

On the title screen press [SELECT] and [START] for a
 hidden options screen. Change the difficulty level and
 access a sound test like hell the groovy FX!
 7E000000: Unlimited energy

7E020480: Unlimited time

UNIVERSAL SOLDIER

Unlimited lives

UN SQUADRON

If you're a sucker for extreme punishment and you find all
 the other settings for too easy, for an extra-difficult level
 setting, go to the options screen and highlight the difficulty
 setting with controller one. Hold [A] and [X] on controller
 two and change the difficulty setting with controller one
 until you see the word "Gamer".

7E100000: Unlimited energy

7E000000: Gives player 1 loads of money.

7E000000: Unlimited conventional bombs (when

selected)

7E000000: Unlimited Mega Crush weapons.

7E000000: Unlimited masher. All other weapons
 can be found using code 1.

7E100000: Unlimited fuel.

If you're looking for a new challenge, enter the options
 menu and highlight game level. Hold [A] and [X] on joystick
 and flick through the difficulty setting with joystick one. A
 super-tough "Gamer" level appears. Have a go if you dare!

WANDERERS FROM YS

The Guide Personal Service

Something to sell or something to buy,
whatever you want, reach for the
sky... with Personal Services. To place
your free ad, call **0584 875851** or fill
in the form below.

For Sale

- I'll sell my Top Fighter for £55, ace condition or
- I'll swap my Turbines in Time, Fatal Fury, Cybermaster, Super Protector and lots more games for Batman Returns, Asterix, Bubsy, BOB, Kikkakoi all must be in excellent condition. Ring (0794) 454544.
- SNES with Starwing, F Zero, Mario Kart and Striker plus two controllers £150. Or swap for Mega Drive with games. Tel (051) 356 3384 after 6pm.
- Will swap my Master System with three games (not boxed) for either Zelda 3, Mario Kart, Pilot Wings, Alien 3, Super Star Wars, or sell for £40.

Phone Dale on 0666 823712 if interested the games must be boxed

- I will swap my NES games, good condition for ones or for Game Boy with 1-2 games, please phone Neil on 0372 742800.
- UK SNES swap Puggles Scavenger Hunt or Super Ghosts IV Ghosts for Striker, Starwing, Super Star Wars or Buster Busts Loss. Ring Phil on 0524 833373.
- Will swap Contra 3 and Mario Kart or SFI or Another World for Mortal Kombat. Phone Gaz on 0602 205595 (two or three games for one).
- Swap magazines including Gamesmaster, Bad

Influence and Computer & Video games for your SNES Force issues one and two. Phone me on 0947 607143 after 4pm and ask for Kevin.

- UK SNES with six games, including Starwing, SFI, two control pads and carry case. Will sell for £260 or swap for UK Mega CD. Phone Luke on (0279) 555221, after 6pm.
- SNES games Super Tennis, Aleste, Strikegunner, Pitfighter, Krazy's, R Type, Sin City, Zelda 3, K O Boxing, Ultraman, F Zero, Pilot Wings, Exhaust Heat, Battletooth, Joe Mac, Contra 3, Thunderbirds, Axtell, Chuck Rock, Westfemania, Rocketeer, Smash TV, Barts Nightmare, Ghosts n Ghosts, Bust of Bust, Home Alone 2 £25 & £30. Phone (0522) 603699.
- I'll swap SNES, Game Boy, and write me. Sidi I am 13, want any sex, preferably female and preferably in Harrow, otherwise just write to: Sidi M Lahlou, 26 Headstone Lane, North Harrow, Middlesex, HA2 6HG. A photo would be appreciated.
- Good condition Game Boy with carry case and game, A/C adapter plus portable supply, many games, cleaner. Game Gemie and (031) 441 1547, best price, best collect.
- Game Boy with 13 games, carry case, game pouch, accessories and leads. Free GB video and SFI CD. Games include Dr Franken, Alien 3, Prince of Persia, Football, Bomberman, Tennis, Tetris, and more. Worth £360 sell for £150. Phone Matt on (081) 771 5002.

- I've got games for sale, boxed with instructions.
- Mortal Kombat for Game Boy, can be used as bought for wrong system. Willing to swap for any Game Gear or ones game. Sell boxed. Phone (0698) 885429 after 6pm, ask for Lynn.
- I have Amiga 500, joystick, mouse, all leads and over £700 worth of games, all boxed with instructions. Sell for £270 one. Call (0580) 211 293.

- Games for snes: SFI £40, Zelda 3 £25, Super Tennis £20. All UK versions Amiga games: Populous 2 £15, Monkey Island £7.50, all games with instructions, offers considered. Tel Dave on (0509) 504192.
- For sale: unboxed Starwing with instructions £35, unboxed SFI with instructions £30. Also Pro Action Replay, scope in new £35 and loads of other stuff I wanted. Write to: Matt Miller, 29 Crowhill View, Hotts Estate, Oldham, Lancs.
- Game Boy for sale with Gaurd 2, Golt, Battletoids, T2, Batman, Tetris and Greenlins 2, Game Gemie, Handy Boy consisting of light, speakers, joystick, bigger buttons and magnifier, big carry case and switch and 17 GB magazines. Call Chris on 0584 78606, 0140.
- Castlevania and Batman Returns both UK, will swap for any good snes game. Ring Richard Arley on (0632) 590620.

- UK snes with two control pads, Mario World, Protector, Street Fighter II, F-Zero and Pro Action Replay, will sell for £200 one. Ring Dave on (0293) 500074.
- For sale snes games: Super Mario Kart £25, Addams Family £25, Push Over £15, Ring Sandy on (081) 656 6398.
- Great snes games for sale! Street Fighter II (US) £30, Mario World (UK) £20, F Zero and Actracer (Jap) £25 each, or swap for another good game or game. Or closest offer. Ring Luke on (081) 863 4948.

Wanted

- Wanted: Super Bomberman or Cool Spool for SNES (UK) willing to pay £30 to £40 each. Please phone (0296) 841

Swap

- Swap my UK snes, boxed with SFI, Mortal Kombat, Scavenger Hunt, Toys all in mint condition for Amiga 1200 with some games. Call Jason on (081) 856 6835.

- F1 Exhaust Heat without box or instructions for either Striker or Top Gear with instructions. Call John on (081) 452 8560.

- Swap my Shadowrun US, Desert Storm US, Actracer US, Mario Kart UK all boxed, mint condition for Dungeom Hero, Starwing, Lord Vikings or any good RPG/adventure game, esp Jurassic Park. Tel Chris on (0243) 778942.

- US version of Addams Family for swap. Mario World wanted, box not needed but instructions if possible. Phone Matt on (081) 771 5002 at any time.

- Addams Family has box and instructions, I would like US or UK Mario. Ring (081) 771 5002.

- Swap my UK snes with five games including Super Mario Kart, George Foreman Boxing, SFI, World Class Rugby. Best of the best for Amiga 500+ or 600 with games. Ring 0798 452430.

- Swap UK Mortal Kombat for UK SFI Turbo must be UK, no time wasters please. Phone Lee on (0670) 355537 after 4pm. Prince of Persia (without instructions) swap for a decent game (UK) especially Pop 'N' Twin Bae.

- SNES games to swap Dragons Lair (UK), Super Mario World (UK), Wanders Tiny Toons (UK), Striker (UK), or any other games for swap especially football ones. Call Tole on (0484) 861317.

- Swap: Starwing (UK), no box for Striker, Starwing only three weeks old. Phone Andrew (0782) 397371.

- Swap my Game Boy, 13 games and Action Replay for your Game Gear, TV Tuner, rechargeable battery pack and 5 games. Columns and 4 in 1 pack, not wanted. Ring Michael on (01) 363 3016 after 6pm.

- I will swap my Pilot Wings for your Prince of Persia. Pilot Wings is in mint condition, also swap for Mario All Stars. Must be in mint condition. Phone Andrew on (0292) 854945.

- I have Starwing, Zelda II, Super Tennis, Super Soccer, King Arthur's World or Castlevania II to swap for UK Smash TV or any other games at that standard (must have instructions). Ring Henry anytime on (0256) 702995.

- I've got games with instructions but no box, Zelda, Mario World, Actracer, Mario Kart, Protector, Ghosts IV Ghosts, Sin City, Drakhen, Alien, Dragon's Lair, Tennis, Populous 15 each.

- I will swap Enduro Racer or Great Golf for After Burner. Write to Neil Vockings, 18 Norwich Drive, Woodley, Reading, Berkshire.

- Will swap Smash TV, Castlevania IV, Lemmings, Super Scope, California Games II, Final Fantasy II for any other good games. Ring Paul on (0877) 281380. Or write to 43 Rochs Dostill, Tamworth, Staffs. Some games are US.

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Send to: Personal Services, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW

I would like my classified ad to read:

Pen pals

- Hi! my name's Paul, and I'm looking for a girl pen pal. Interested in snes and music. Please enclose a photo. Write to Paul, 11 Gt Gallows, Uxworth, Washington, Tyne & Wear, NE37 1SE.

- Hi! My name is Colin, in need of a female pen pal. Write to Colin Ryan Japauling, 1073 Grand St, Apt. 20, Buffalo, New York, USA, 14207. PS. Please send pictures of yourself. Must be 13 to 15 years old.

- Hi! I'm Ivania, I'm 12 years old and I own a snes. I like going out to cinema and playing. My hobbies are cricket and reading SNES FORCE. I would like a boy or girl penpal, between 10-15. Please write to S Brindley Way, Southall, Middlesex, UB1.

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The Guide Directory

E n q u i r i e s

For hundreds of games reviewed and rated at your fingertips, the Directory is the place to be — welcome to the ultimate buyer's guide...

ACROBAT MISSION

● **Teichiku**
Good soundtrack, doesn't make up for the unoriginal gameplay.

65%

ACTRAISER

● **Enix**
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play at days and nights on end.

83%

ADDAMS FAMILY

● **Ocean**
A lively one-player game with slick presentation and a funky soundtrack.

39%

AERO THE ACROBAT

● **Sunsoft**
Cosmetically excellent, severely challenging platformer with superb main sprite animation. Let down by often frustrating gameplay, but well worth a look.

82%

AGURI SUZUKI

● **LOZC**
Fast, slick, well presented racing sim with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

83%

ALIEN 3

● **Accclaim**
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel.

92%



ALIENS VS PREDATOR

● **IGS**
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

39%

ALADDIN

● **Capcom**
Super graphics are let down by unresponsive controls and a ridiculous difficulty level — it's just too damned easy to offer any lasting challenge.

75%

ANOTHER WORLD

● **Interplay**
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

85%

ARCANIA

● **Hal**
Testing intro adventure game that is let down by poor graphics and frustrating gameplay.

57%

ASSAULT SUITS VALKEN

● **MCS**
Japanese version of Konami's superb shooter Cybernator.

89%

ASTRAL BOUT

● **A-Wave**
A disappointing beat-'em-up short on moves and highly frustrating.

42%

ASTERIX

● **Infogrames**
Detailed backgrounds, above average graphics and great presentation can't save this from being an average platformer.

80%

AUGUSTA MASTERS

● **T&E Soft**

81%

Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and the gameplay is very straightforward.

AXELAY

● **Konami**
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.

90%



BART'S NIGHTMARE

● **Accclaim**
A fun — but sometimes tedious — game with great cartoon graphics and a funny soundtrack.

83%

BATMAN RETURNS

● **Konami**
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

82%

BATTLETOADS

● **Tradwest**
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

71%

BATTLE BLAZE

● **Sammy Corp**
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

33%

BATTLE CLASH

● **Nintendo**
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

35%

BATTLE GRAND PRIX

● **Nasat**
Impressive split-screen racer with

75%

BEAT-EM-UP

Raw, aggressive untamed biceps-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good. The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST

81%

● **Loricel**
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN

● **Jaleco**
Dodgy graphics make this racer a non starter. A game best forgotten about!

25%

BILL LAMBER'S COMBAT

BASKETBALL

45%

● **Hudson Soft**
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON

55%

● **Atlus**
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES

72%

● **Namcot**
Also known as Ace's High, this WWI Flying sim recreates the thrills and spills of historic dog fights.

BLUES BROTHERS

82%

● **Titus**
Good animation and sound, plenty of depth, but very frustrating gameplay — especially in two-player mode.

B.O.B.

86%

● **EA**
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUSBY THE BOBCAT

70%

● **Accolade**
Cosmetically excellent platformer let down by annoying controls. One hit and the system makes for frustrating gameplay.

BULLS VS BLAZERS

78%

● **EA**
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMIA KNIGHT

72%

● **Datan**
Weird Japanese arcade game based on Qix. Fun for a while but not much to last.

CALIFORNIA GAMES 2

36%

● **DTMC**
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty!

C. RIKEN J.R. BASEBALL

68%

● **Mindscape**
A fun baseball sim with good FX and sampled speech. Great one-throw close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY

68%

● **TAITO**
Also known as On The Ball. The constantly

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE

Not just all those games converted from classic coin-op games but also any that feature more than one style of gameplay.

ADVENTURE/RPG

Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

rotating play area is impressive for a while but there's very little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%

● **Mindscape**
Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV 88%

● **Konami**
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtrack around.

CHAMPIONSHIP POOL 83%

● **Mindscape**
Unexceptional graphics can't mar an excellent simulation. Loads of options — as good as it gets and then some!

CHESTER CHEETAH 65%

● **Kaneko**
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK 80%

● **Sony**
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE 66%

● **Parker Bros**
American conversion of the classic board game Clue. Stick to the original if it's more enjoyable.

COMBAT TRIBES 47%

● **American Technos**
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COOL SPOT 90%

● **Virgin**
Superb platform action with one of the best characters for ages. Addictive as hell, great sound and smooth gameplay make this infinitely playable.



COSMO GANG: THE VIDEO 45%

● **Namcot**
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

CONTRA SPIRITS 92%

● **Konami**
Released in the UK as Super Protector. An excellent one- or two-player blaster full of power-ups, mindless shooting and alien blasting. Great graphics and FX — a bit tight on levels though.

PUZZLE

Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although Tetris and Bombliss combine the two.

Sounds a bit heavy but many of the most interesting and addictive snes games (Lemmings and The Lost Vikings for example) are puzzlers.



D-FORCE 44%

● **Asmik**
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DAFFY DUCK 79%

● **Sunsoft**
A truly groovy main character in a disappointing license. Well presented but lacks playability thanks to an awkward control method.

DARIUS TWIN 50%

● **Taito**
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS 86%

● **Absolute**
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENINS 75%

● **Ocean**
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT FIGHTER 92%

● **System 3**
Excellent strategy game with detailed sprites and enough blow-'em-away elements to keep anyone happy. Multiple endings and superb simulated newscasts add masses of variation.



DESERT STRIKE 87%

● **EA**
Straight conversion of the classic helicopter-based G.I. War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS 81%

● **IREM**
Great graphics but needs more levels — difficulty option adds variety.

DRACULA 78%

● **Psychosis**

SHOOT-'EM-UP

It all started way back with Space Invaders and Asteroids. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '...the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' But that doesn't stop the action being fast, furious and very intense.

Get past the early levels and you're in for a treat: Colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR 87%

● **Elite**
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

DRAKKHEN 80%

● **Infogrames**
Plenty of playability and depth once you get past the early levels.

EQUINOX 84%

● **Sony Imagesoft**
Quality Zelda-style puzzler. A big challenge, though the awkward perspective can make things difficult.

EXHAUST HEAT II 84%

● **Sets**
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL 87%

● **Sony**
Cutey one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT 85%

● **Ocean**
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO 92%

● **Nintendo**
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics — fast, brutal and fun.



F1 SUPER DRIVING 82%

● **LOZC**
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 72%

● **Teichiku**
Converted from the GB to the snes. Better than average puzzler with plenty of shooting involved.

FATAL FURY 65%

● **Takara**
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT 79%

● **Capcom**
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 60%

● **Capcom**

SPORTS/RACING

The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final

A rebash of Final Fight with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY 75%

● **Capcom**
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI 85%

● **Kemco**
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II 76%

● **Square**
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FLASHBACK 91%

● **Sony**
Excellent adventure to rival Zelda for sheer brilliance. Superb graphics and excellent use of minimal sound combine to produce true alien atmosphere.



FORMULA ONE CIRCUS 58%

● **Nichibutsu**
Japanese racer with an overhead view and useless sprites and awful sleepy sounds.

GAMBA LEAGUE

Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING 45%

● **Acclaim**
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR

Japanese version of The Legend of the Mystical Ninja.

GODS 81%

● **Mindscape**
Tough puzzles and tedious first levels but gameplay gets better.

GOOF TROOP 88%

● **Capcom**
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition.

GOLDEN FIGHTER 54%

● **Culture Brain**
Annoying fighting game let down by poor animation and gameplay.

GRANDUS III 87%

● **Konami**
One of the original horizontal shooters. Loads of great weapons and power-ups and superb graphics.

SIMS/STRATEGY

The games your mum and dad want you to have! Many a clever game has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '...it will help with my homework, honest.' Strategy games (for example Populous and Powermonger) require a great deal of tactical planning.

GUN FORCE 70%

● **Irem**
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%

● **Hi-Tec Expressions**
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%

Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 48%

● **Taito**
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skillful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE 53%

● **Hai**
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE 18%

● **T-HQ**
Probably the singularly most appalling game on the SNES. Null said!

HOME ALONE 2 65%

● **T-HQ**
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK 81%

● **Sony**
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX 81%

● **Human**
If it's not for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES 75%

● **Acclaim**
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME 86%

● **Irem**
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%

● **Konami**
Good sim, limited number of holes to play.

JAKI CRUSH 56%

● **Naxos soft**
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%

● **T-HQ**
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%

● **Storm/Sales Curve**
James should stick to platformers — cute sprites but gameplay requires a punneling of the joystick rather than skill. Nothing to interest serious players.

JERRY BOY 81%

● **Konami**

Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

JEEPARDY 45%

● **Gametek**
A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about, yes you guessed it, America!

J. CONNORS' TENNIS 70%

● **Ubi Soft**
Above-average tennis sim with lots of variation. Solid at first but good fun.

JOE & MAC 84%

● **Elite**
Stick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 86%

● **Elite**
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDEN'S '93 90%

● **EA**
Great sound, and good — but small — sprites make this a brilliant one-two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDEN'S FOOTBALL 45%

● **EA**
Terrible conversion of one of the best American Football sim ever. Get the sequel!

JURASSIC PARK 82%

● **Ocean**
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY 60%

● **Kemco**
Also known as Bombuzal. Weird puzzle with the emphasis on blowing up bombs and balancing on platforms.

KIKUAIKAI 85%

● **Natsume**
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians.

KING ARTHUR'S WORLD 82%

● **Jaleco**
Excellent 'strategy/puzzle' in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS 70%

● **Takara**
Great animation but dodgy music and extremely poor FX mean you'll soon get bored.

KING OF THE RALLY 65%

● **Meloid**
Sparse racing game with good graphics but not enough challenge and very limited.

KK'S PLAYER MANAGER 86%

● **Anco**
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER PUZZ HOUSE 82%

● **Acclaim**
Humorous gameplay with a good range of puzzles but too repetitive!

LAGON 75%

● **Kemco**
A huge, challenging RPG. Not in the same league as Zelda 3, but a solid, though sometimes tedious, piece of work.

LAMBORGHINI AMERICAN CHALLENGE 70%

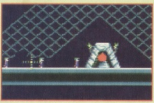
● **Titus**
Well-presented but average racing sim with Super Scope compatibility. This, a mouse option and a gambling option don't save it from being anything other than standard.

LAWNMOVER MAN 85%

● **Sales Curve**
A variant effort to simulate Virtual Reality without any special chips — just clever programming. The result is astoundingly close, but ultimately the real-world sections let it down.

LEMMINGS 90%

● **Sunsoft**
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.



LETHAL WEAPON 57%

● **Ocean**
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%

● **Interplay**
One of the most original games to grace the SNES. Lost Vikings combines excellent cartoon-style graphics with addictive gameplay. One of the best games released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE 77%

● **Bandal**
Unusual Japanese platform game with good graphics but it seems to be lacking in the gameplay department.

MARIO ALL STARS 92%

● **Nintendo**
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



MAGIC SWORD 64%

● **Capcom**
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

MARIO IS MISSING 42%

● **Mindscape**
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT 82%

● **Nintendo**
Fun-packed but basic art package for kids.

MECH WARRIOR 79%

● **Activision**
A complicated action and strategy title.

MEGA LO MANIA 87%

● **Imaginier**
Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling battle making made easy!

MICKY'S MAGICAL QUEST 91%

● **Capcom**
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



NIGHT AND MAGIC II 84%

● **Elite**
A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far.

MORTAL KOMBAT 87%

● **Acclaim**
Excellent graphics and gameplay, but lacks the challenge of SFII. Great sound, good two player game.

MR NUTZ 90%

● **Ocean**
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



Arcade

Adventure/RPG

Beat-'em-up

Platform

MUSYA

● **Datam**
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA

● **Konami**
Excellent one- and two-player game, with loads of options and levels — brilliant!

NBA ALL-STAR CHAL.

● **Acclaim**
Simplest basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL

● **Nintendo**
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLA HOCKEY

● **EA**
The slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLA HOCKEY '93

● **EA**
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSSELL'S

F1 CHALLENGE

● **Gemlin**
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL

● **Romstar**
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL

See Camelry

OUT OF THIS WORLD

● **Interplay**
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH

● **Mindscape**
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2

● **Mindscape**
A horrible conversion of a horrible game. Very addictive and very poor.

PARODIUS

● **Konami**
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF

● **T&E Soft**
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF

● **EA**
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey... that's golf!

PHALANX

● **Kemco**
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

60%

PILOTWINGS

● **Nintendo**
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flight game!



PIPE DREAM

● **Kemco**
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER

● **T+HQ**
Awful conversion of the arcade fighting game. Two-player option but updated is way too hard.

POCKY AND ROCKY

● **Natsune**
See Kikkakai

POP 'N TWINBEE

● **Konami**
This colourful shooter combines the excellent graphics of Axelait with cute appeal of Parodius. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS

● **Anco**
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE

● **Kaneco**
On no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER

● **Powermonger**
With a snes mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA

● **Konami**
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK

● **Tradewest**
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUSSY'S SCAVENGER HUNT

● **Ocean**
Very good sequel to the first Addams Family release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH-OVER

● **Ocean**
Does a too really-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3

● **NTVIC**
Cool graphics but monotonous gameplay soon gets boring.

81%

RACE DRIVING

● **T+HQ**
One of the worst racing games of all time.

RAD PSYCHE RACING

● **?**
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD

● **Electro Brain**
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART

● **EA**
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2

● **Ocean**
Manga-inspired madness. A truly bizarre game, with superb graphics and sound but clumsy gameplay. A treat in two-player but in the end it's just too darned easy.

RANMA 1/2 PART 2

● **NCS**
Excellent and even weirder sequel to Ranna. Great moves and graphics but a little easy!

RIVAL TURF

● **Jaleco**
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY

● **Sunsoft**
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3

● **Ocean**
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROCK & ROLL RACING

● **Interplay**
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.



ROGER CLEMENS MVP

● **Baseball**
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE

● **Acclaim**
This sequel to WWF Wrestlemania is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING

● **Interplay**
Off-Road racer with split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN

● **Jaleco**

25%

Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SENSIBLE COCKER

● **Sony**
Superb gameplay raises Sensible above the heads of other footy sims. Small sprites but nifty game speed more than makes up for this, and it's addictive as hell. Buy it now!



SHADOW RUN

● **Data East**
Addictive and playable adventure/epic with cool sounds, vivid sprites and logical puzzles. Rivals Zelda for best of its class.



SIM CITY

● **Nintendo**
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH

● **Imagineer**
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKILLJAGGER

● **American Softworks**
This hack 'n' slash party affair is too frustrating to be an essential purchase.

SKY MISSION

See Blazing Skies

SMART BALL

● **Konami**
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN

● **Taito**
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER

● **Enix**
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST

● **Natsune**
Platform-based arcade action starring an ape. Work your way through the endless levels (armed only with an unlimited supply of balls) looking for keys — fun but limited.

SPIDERMAN AND THE X-MEN 75%

● **Acclaim**
A real disappointment considering how good Spider on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Rises style theme tune but not much else. Comics fans only.

Puzzle

Shoot-'em-up

Sports/Racing

Sims/Strategy

SPINDOZZY WORLDS

82%

● **ASCII**
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

STARFOX

85%

● **Nintendo**
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING

Official UK version of StarFox.

SF II

82%

● **Capcom**
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this out the game is only limited by your own skill.



SF II TURBO

86%

● **Capcom**
With superb speed, sound, graphics and addictive *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you.



STRIKE GUNNER

63%

● **NTVC**
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER

82%

● **Elite**
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUNSET RIDERS

89%

● **Konami**
Arcade perfect conversion, a brilliant side on shoot-'em-up, it's bright, loud and great fun. Easy to pick up, hard to finish.

SUPER ACTION FBALL

77%

● **Nintendo**
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Madden's class.

SUPER ADVENTURE ISL

84%

● **Hudson Soft**
This fruit collecting arcade classic has been around for years but still plays and looks

good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER

83%

● **Sunsoft**
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE

78%

● **TOHO**
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED

45%

● **Jaleco**
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — no batter guide but lacks presentation.

SUPER GUTTER UP

83%

● **Namco**
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK

57%

● **Absolute**
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN

81%

● **Hudsonsoft**
The best multi-player game around. Grab a four-player adapter and this otherwise im-one-player game transforms into an addictive and exciting experience.

SUPER BOWLING

70%

● **Technos**
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CONFLICT

79%

● **Vic Total**
Average graphics and tunes are easy to ignore in this curiously engrossing war sim. A trifle dull for solo players but cracking good fun for two!

SUPER CUP SOCCER

72%

● **Jaleco**
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON

70%

● **Tradewest**
Rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT

See NCAA Basketball

SUPER EMPIRE STRIKES BACK

95%

● **JVC**
The best shoot-'em-up ever! It's got it all — varied gameplay, three different characters, loads of villains and perhaps the best Mode 7 flying we'll ever see. Buy it today!



SUPER FIRE PRO WRESTLING 45%

● **Human**
Hilariously bad to the point of almost being good simultaneous four-player multi tag wrestling game.

SUPER FORMATION

SOCCER

84%

● **Human**
Slightly inferior Japanese version of Super Soccer. Stick 3D football sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION

SOCCER 2

70%

● **Human**
Super mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL

See Super Cup Soccer

SUPER GHOULS 'N GHOSTS

89%

● **Capcom**
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND

85%

● **Ocean**
This classic features some of the most colourful graphics of any snes game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF

76%

● **Anco**
Overhead view fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL

88%

● **Techno**
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART

90%

● **Nintendo**
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty levels, and two-player options put a choice of Grand Prix, Battle or Time Trial.



SUPER MARIO WORLD

85%

● **Nintendo**
Mario's first snes adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cut graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD

51%

Tradewest

Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG

86%

● **Capcom**
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION

FOOTBALL

77%

● **Nintendo**
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL

See Super Bases Loaded

SUPER PROBOTECTOR

See Contra Spirits Also known in US as Contra III

SUPER PUTTY

87%

● **System 3**
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE

83%

● **IREM**
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV

87%

● **Acclaim**
Based on futuristic Running Man style quiz show where the aim is to kill or be killed. Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too long to get to grips with.

SUPER SOCCER CHAMP

See Hat-Trick Hero

SUPER STAR WARS

92%

● **JVC**
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play that it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen to be believed.



Arcade

Adventure/RPG

Beat-'em-up

Platform

SUPER STRIKE EAGLE

78%

● Microprose

A last and furious flight sim featuring excellent model 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER

55%

● NTVC

Very easy on-the-screen space-based shooter that takes about an hour to complete. No lability at all.

SUPER SWIV

78%

● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS

88%

● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS

85%

● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money card if you're a fan of classic puzzlers.

SUPER TURRICAN

83%

● Vic Total

Excellent conversion of the C64/Amiga classic unfortunately suffers from a low difficulty setting. Quality game — great looking, super music but ultimately too short.

SUPER VALIS

60%

● Telenet

Another in a long line of samurai Japanese platformers. Graphics and backgrounds are good but gameplay isn't challenging at all.

T2 JUDGMENT DAY

46%

● Acclaim

Another disappointing film licence. T2 promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lability.

TAZ-MANIA

86%

● T* HQ

A original combination of racing game and comic-em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR

55%

● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the graphics fall flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II

78%

● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER

55%

● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

THE REN AND STIMPY SHOW: VEEDOTS

79%

● THO

Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy all the way!

TIME SLIP

80%

● Vic Total

Just above average graphics and sound are saved by the near-impossible difficulty level. A real test of blast-em-up skills for even the most accomplished gamer.

TINY TOONS

87%

● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash controls and the use of get used to it once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

THE ROCKETER

45%

● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-em-up sections.

THUNDER SPIRITS

65%

● Seika

Another in a long line of samurai Japanese shoot-em-ups. Decent graphics but nothing in the gameplay department to interest.

TNMT — TOURNAMENT FIGHTERS

90%

● Konami

Top class beat-em-up, just a shame its release coincides with SFTI Turbo. Great graphics and sound and a variety of stunning finishing moves. Well worth a buy.



TOM AND JERRY

44%

● Hi-Tech Expressions

A lifeless conversion of a classic. Some really good graphics but the annoying control system makes gameplay really frustrating.

TOP GEAR

88%

● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down.

TOP GEAR 2

84%

● Kemco

An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clear graphics but average sound. One for enthusiasts.

TOTAL CARNAGE

84%

● HGO

Competent, worthy sequel to the rather cool Super Smash TV. TC has much larger playing areas and ultra-ace power-

ups, but ultimately disappoints considering the strengths of other shoot-em-ups available.

TROODLERS

65%

● Storm

An original, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF

65%

● Jaleco

An above average beat-em-up with large sprites, impressive speech and an action replay feature.

TURTLES IN TIME

75%

● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN

51%

● Bandai

Seasoned Japanese beat-em-up which looks pretty odd of date these days. Some good touches but otherwise lifeless.

UN SQUADRON

83%

● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down' when there is plenty of action on-screen.

VIRTUAL SOCCER

80%

● Hudson Soft

A poor man's Sensible Soccer. Visually and aurally strong, but clumsy gameplay lets a promising game down.

WALALA COUNTRY CLUB

76%

● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgetting courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED

75%

● Accolade

Cool looking space-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out with a whole fleet.

WHEEL OF FORTUNE

37%

● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player.

WING COMMANDER

84%

● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space suit to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WING COMMANDER: THE SECRET MISSIONS

81%

● Mindscape

An improved version of Wing Commander with all new missions but an identical format.

WORLD CLASS RUGBY

78%

● Imagineer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup.

WORDTRIS

65%

● Microprose

Well executed word-variation of the classic Tetris, cool tunes and stills but too little skill required to make it last.

WWF WRESTLEMANIA

80%

● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding.

XARDION

60%

● Asmik

Jap blaster with neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to just above-average.

YOSH'S COOKIE

79%

● Nintendo

Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

YOUNG MERLIN

92%

● Virgin

A magical experience packed with tricky puzzles, constant surprises, great graphics and superb samples. A must for all ages.



ZELDA 3 :

A LINK TO THE PAST

93%

● Nintendo

A superb RPG with great effects and 3-D maps. The graphics aren't spectacular but the riveting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.



ZOMBIES

90%

● Konami

An excellent B-movie homage. Varied villains from psycho babies to chainsaw-wielding madmen and a frantic arcade style make this a fun, furious cart.



That's all for this month. For the lowdown on the latest and greatest, Directory Enquiries has it all. Until the next time...

Puzzle

Shooting 'em-up

Sports/Racing

Sims/Strategy

Inside story

The private confessions of a director of product development.

What's the link between Michael Jackson, Columbia Pictures and a guy called Phil Harrison?

Sony Electronic Publishing, the games division of the massive electronics giant, Sony, has been the success story of the '90s. The parent company has an annual turnover of more than \$350 billion, while the games division has more than played their part with *Sensible Soccer*, *Flashback* and *Super Bomberman* consistently scoring over 90% ratings. And with *Skyblazer*, *Cliffhanger* and *Last Action Hero* waiting in the wings, the future's looking very rosy indeed.

Believe it or not, the roots of Sony's games section were formed only three years ago in Phil Harrison's house. Despite his teenage looks, there's a wise head on these broad shoulders — don't let the corporate tie and braces fool you, this guy is a die-hard game fan at heart. With eight years experience in the video games business which has taken him from designing games on the Vic 20, Commodore 64 and Amiga, to becoming one of the first four employees at Mindscape, helping launch Sony Electronic Publishing and now to the pinnacle of his career to date, Director of Product Development at SEP, he's the perfect man to talk to about the future of the video games. Despite a hectic schedule, Phil kindly took time out to answer SNES FORCE's questions...

SF: Although Sega are saying they hope to sell on average six games with each Mega Drive, our research shows SNES owners only buy an average of about two or three games. How do you make sure they buy Sony games?

PH: I agree that Sega might be being a bit optimistic, I think there's two key factors here. Firstly, price. We made a real effort to sell *Sensible* for £44.99 rather than the expected £49.99.

SF: Do you think the £5 makes a big difference?

PH: Definitely. A good friend of mine, Peter Moyniaux from Bull Frog...

SF: (butts in)... the Populous guys?

PH: ...Yeah that's right. Well, Peter said to me that a good game should work on the principle of giving



entertainment which could be measured roughly on the idea of £1 an hour being a reasonable rate. So a £45 game would be good value if it gives at least 45 hours of gameplay. I always try to apply this theory whenever I'm developing a game and I think this shines through in the titles we have available at the moment, *Sensi*, *Flashback* and *Bomberman*.

SF: Surely if you're looking toward enjoyment, playability and long lastability, multi-player games are the key.

PH: Definitely. That's why *Super Bomberman* is such a great game. You get four people together and the game suddenly takes on a whole new dimension. Not only are you interacting with the characters on screen but with the players around. You know what the arguments are like when someone gets trapped or people start learning up to bomb others, it's a great laugh. This leads me to something that really annoys me.

SF: What's that?

PH: You know, those pressure groups that are saying playing games is creating introverted children.

SF: Oh, you mean the PAT and the Mary Whitehouse brigade that reckon games players are growing up without any social skills.

PH: Exactly. Have you ever listened to kids talking about games in the playground or on the school bus? Games playing is a very social activity. They get all the mates around the house and use incredibly sophisticated language to describe the action. Have you heard someone telling their mates how to beat a boss or complete a level? They're giving very precise information in an intelligent and articulate manner although they might not realise it. I think they'll develop more social skills this way than sat in front of *Home and Away* or *Neighbours*.

SF: So your focus is very much on interaction. Do you see multi-player games being the logical

progression of games. I mean, my ideal game would be five-on-five indoor soccer. Do you think this will happen? How far off is the multi-multi-tap?

PH: Yes. I think multi-player games will continue to become more popular as technology develops. You will see a lot more home *Virtua Racing* style games with players competing against each other. The method of communication breaks down into two fields really: Local Area Network and Full Bandwidth Communication.

SF: Could you explain the difference?

PH: Well, there are two methods really. Once you start putting a multi-tap on your machine you're quartering the potential of the console and the game. Add another multi-tap and things really start to get pushed. Far better to have two machines each with a monitor and a multi-tap allowing you to harness the power of each machine. Then, it's simply a matter of linking them together.

SF: Sounds great. What's Full Bandwidth Communication?

PH: It's a high-capacity fibre-optic cable that I believe will grow increasingly popular in the next five years.

SF: Almost like the cable TV set up that's popular in the USA.

PH: That's right. Homes will be linked by this digital-compatible cable which will carry the signal for the telephone line,

television, music, movies and videos on demand and games.

SF: Sounds pretty straightforward...

PH: But they key is it's a two-way link. So not only can you receive information, you can also send it back and that opens up all kinds of new horizons. Imagine being able to broadcast from your own home. All you need is a video camera then not only can you link up with other games players but also with the new consoles being developed...

SF:...Like Nintendo's 'Project Reality' 64-bit system?

PH: ...That's right. With these new polygon-based machines there will be texture mapping and light sourcing facilities built in so if you've got a video camera you can actually take a wire-frame image of a character and map your image onto a sprite.

SF: Now you're talking!

PH: So imagine you're playing a game like *Wing Commander* for example. When the *Kilrathi* come onto the air to broadcast, you could be the character sending the message to your mate in the next town. From the technology I've seen I can safely say we're in for some really exciting development in the next couple of years.

Unfortunately, that concludes the first part of this interview. If you'd like to hear what other wonders are in store for us games players in the coming years plus inside information on Project Reality, 3DO, Jaguar and the famed Nintendo CD, join us next issue for the concluding part of this exclusive interview.

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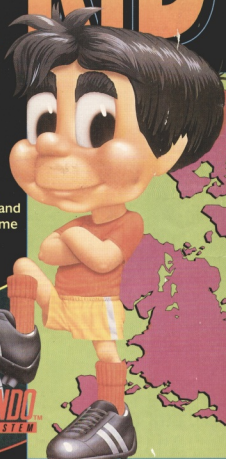
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